

# JONATHAN ETIZ

Software Engineer

(650) 670-2655

[jon@etiz.dev](mailto:jon@etiz.dev)

[github.com/jonetiz](https://github.com/jonetiz)

---

## EDUCATION

**San José State University** / San José, CA

**Data Science, B.S.**

*Expected May 2025*

*No Established GPA*

**Columbia College** / Sonora, CA

**Computer Programming, A.S. - Graduated with Honors**

*April 2023*

*3.69 GPA*

---

## EXPERIENCE

**Ridgeline IT Solutions** / Sonora, CA

**DevOps Engineer**

*May 2023 - Present*

- Developed applications that automate auditing and system management of 50+ businesses
  - Built and maintained 2 tailored BI dashboards for internal analytics and client monitoring
  - Tested, deployed, and integrated new software into clients' workflows
  - Spearheaded 4 large-scale migrations of 20+ client systems
  - Conducted regular vulnerability assessments of 300+ devices and networks
  - Presented cybersecurity briefings informing clients of risk mitigation strategies
  - Deployed and configured networking infrastructure for clients with 50+ devices
- 

## PROJECTS

**Simple Digital Arcade Management** / Python

- Full-stack web and hardware solution to manage in-house digital currency for arcades
- Selected a basis of 3 hardware components for physical RFID signature scanning
- Engineered firmware that interacts with backend API to authenticate payments
- Developed a pipeline for rapid automated update deployment without interrupting business
- Designed network specifications to prevent external tampering
- Deployed to multiple arcade centers in Tuolumne County, CA

**Python Breakpoints** / C++

- The 1st library that enables modifying hardware registers with the simplicity of Python
- Developed functionality to set breakpoints on running Windows processes
- Breakpoints call back to functions when triggered, allowing manipulation of registers
- Python code is bound to C++ functionality via pybind11
- Used to develop a program that randomizes video game elements in runtime

**HaloRuns.com** / C# and TypeScript (Vue.js)

- Collaborated on a team of 3 to build a speedrun leaderboard with a peak of 3,000+ users
  - Developed API integrations and interactions from 5 third-party services
  - Built core user profile features including profile editing and activity tracking
  - Utilizes Azure App Service, Blob Storage, and CDN for scalability
-