JONATHAN ETIZ

Full Stack Software Engineer

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Software engineer with 6+ years of experience in multiple facets of development including but not limited to Windows and web application development, extensions of existing programs, and low-level development.

EDUCATION

San José State University / San José, CA Data Science, B.S.

Expected May 2025 Not Yet Started

Columbia College *I* Sonora, CA *Computer Programming, A.S.*

April 2023 3.69 GPA

WORK EXPERIENCE

IT Support Specialist, Ridgeline IT Solutions / Sonora, CA Feb. 2022 - July 2022

- Provided DevOps services to the company, including developing programs and scripts used internally to streamline auditing and support adherence to organizational practices.
- Tested, deployed, and integrated new software into clients' workflows, including documentation of new or changed policies and procedures.
- Implemented standard managed service provider functions, including but not limited to assisting clients, auditing cybersecurity practices, and deployment and maintenance of network infrastructure in accordance with client needs.

PROJECTS

HaloRuns.com / C#, Vue.js, and TypeScript

- Contributed to full-stack development of a web app facing daily user traffic in the thousands that serves as the official leaderboard for speed runs of the Halo video game franchise.
- Built API integrations and interactions from third-party services, including Twitch, from which a list of users that are live streaming is generated.
- Cloud deployment via Azure Web Apps.

Halo 3 Randomizer / Python, C++, and x86-64

- Developed an application that modifies characters and weapons in runtime without modification of game files, but rather a reliable plug-and-play model.
- Engineered a means of arbitrary code execution on running Win64 processes via Python.