

JONATHAN ETIZ

Full Stack Software Engineer

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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
IT Support Specialist

Feb. 2022 - July 2022
May 2023 - Present

- 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.
 - Prepared and presented cybersecurity briefings to clients, informing them of the results of vulnerability assessments and how to remove or mitigate security risks.
 - Provided standard MSP functions, including but not limited to assisting clients, auditing cybersecurity practices, and deployment and maintenance of network infrastructure in accordance with client needs.
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PROJECTS

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

- Web app facing daily user traffic in the thousands that serves as the official leaderboard for speedruns 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.

PyDebugger CPP / Python, C++, and x86-64

- Allowing arbitrary Python execution in a running Windows process.
 - Engineered a novel and direct method of placing hardware and software breakpoints on processes using Python bound to C++ functionality.
 - Used in development of the "Halo 3 Randomizer", which modifies characters and weapons in runtime without modification of game files, instead using a reliable plug-and-play model.
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