

JONATHAN ETIZ

Full Stack Software Engineer

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github.com/jonetiz

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
No Established GPA

Columbia College / Sonora, CA
Computer Programming, A.S.

April 2023
3.69 GPA

WORK EXPERIENCE

Ridgeline IT Solutions / Sonora, CA
IT Support Specialist

Feb. 2022 - July 2022
May 2023 - Aug. 2023

- 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.
- Provided standard MSP services, 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.

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.
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