
JONATHAN HEALY



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OBJECTIVE

To obtain an entry-level position

SKILLS

Object-Oriented Programming, Java,
GO, Python, C++, Docker,
Blockchain, Redis, Linux, Neo4j,
MongoDB, SQL, Hyperledger, Unity

EXPERIENCE

TEACHING ASSISTANT – UNIVERSITY OF VICTORIA

Jan 2020 - Present

Presently I am a teaching assistant for CSC 360 - Operating Systems at the University of Victoria. I teach tutorials for 40+ students, 2 times per week on average. I have also filled in for the professor, performing lecture duties for 120+ students. Other duties include marking and helping with assignments. This course is taught in C.

GRADUATE RESEARCH STUDENT – EARTH DATA STORE

May 2019 - Present

I have had various duties and responsibilities being involved with this project. Recently I coded reporting software using Python and Docker to identify and classify various types of geospatial data for one of our commercial partners. My main role is researching data provenance as it relates to geospatial data with an emphasis on Blockchain.

EDUCATION

MASTER OF SCIENCE – DEC. 2020

University of Victoria

My research primarily focuses on scaling large proof-of-work public blockchains. I am presently studying many approaches including proof-of-stake, directed acyclic graph blockchains, and various layer 2 solutions.

BACHELOR OF SCIENCE – DEC. 2018

University of Victoria

Graduated with the Communications and Networking option. Some of my favorite courses included Peer-to-Peer Networking, Concurrency, Distributed Systems and Game Development where we learned to use Unity and coded our own video game in C# for our final project.

2018 ETHEREUM DEVELOPER PROGRAM

Consensys Academy

I learned to use tools like Solidity, Truffle, Ganache and MetaMask. For my final project I developed a decentralized voting application utilizing proportional representation.