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. I have also been 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 researching 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.