

# Jonathan Zaturensky

jonathan.zaturensky@gmail.com | (949) 466 – 1169 | [jzaturensky.github.io](https://jzaturensky.github.io)

---

## Education

---

**University of California, Los Angeles** – Los Angeles, CA

- Major: Computer Science, B.S. expected June 2019 | GPA for CS&E courses: 3.7

## Experience

---

**AirMap** – *Software Technical Support Engineer* – Santa Monica, CA (Mar. 2017 – Present)

- Developed embedded [C++14 SDK](#) implementing AirMap APIs/services and utilizing MAVLink protocol to be deployed on UAV drone systems such as the Intel Aero
- Designed, developed, and released AirMap flight planning application for [DroneDeploy](#) with 4.8 rating
- Created custom maps and data visualization servers that simulated the usage of core services in order to assist in successful integration with customer demos
- Collaborated with partners such as Rakuten and Auterion to provide developer support
- Lead effort to test, document, and troubleshoot existing [APIs](#)

**Viasat (Global Mobile Broadband Division)** – *Software Engineer Intern* – Carlsbad, CA (Jun. 2018 – Sep. 2018)

- Designed and implemented system to collect and transmit compressed operational data from [mobile satellite terminals](#) in restricted bandwidth environment and distribute it to central servers on the ground
- Created consumer sentiment insight tool for digital marketing teams to store, analyze, and visualize data from online reviews about Viasat and competitors using natural language processing (NLP)
- Researched and designed prototype for automatic satellite antenna pointing system using microcontroller interfacing with Android application and existing hardware

**Green Hills Software (Integrity Security Services)** – *Software Engineer Intern* – Irvine, CA (Summer 2016, 2017)

- Participated in design and development of new architecture incorporating over-the-air firmware update service for V2V secure and efficient infrastructure by creating connection servers based on Open Mobile Alliance Device Management protocol stack
- Created script engine framework that significantly improved and accelerated [DLM server](#) provisioning
- Used GDB and assembly to reverse engineer and patch legacy library with new functionality, eliminating need to create new library and saving development time
- Developed test framework and tools for multithreaded load test of REST API

## Skills

---

- **Programming Languages:** C++, C, Node.js, JavaScript, Python, Java, Assembly, Unix Shell Scripts (Bash), HTML/CSS, SQL
- **Software Applications / Operating Systems / Protocols:** Visual Studio, Eclipse, Confluence, Azure, AWS, GDB, Git, OpenMP, MongoDB, Redis, NGINX, RabbitMQ/MQTT, SSL/TLS, PKI, OpenSSL, libcurl, TCP/IP, Linux, Windows, macOS, Docker, CircleCI, Jenkins, trompeloeil, Mocha, Express, Mapbox, jQuery, CMake, AJAX
- **Foreign Languages:** Russian (fluent), Spanish (working proficiency)

## Activities / Awards / Projects

---

- LA Hacks 2018: Private Internet Access (PIA) Challenge – Best Privacy Hack ([Breach Tracker](#))
- 2<sup>nd</sup> place: ACM and LUG Application Security Capture the Flag Event
- 3<sup>rd</sup> place: UPE Google Algorithm and Coding Challenge
- Member of UCLA ACM Hack/NetSec and UCLA IEEE C3
- Projects – [jzaturensky.github.io/projects](https://jzaturensky.github.io/projects)