Jonathan Zaturensky

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Education

University of California, Los Angeles – Los Angeles, CA
- Major: Computer Science, B.S. (Sep. 2015 - Jun. 2019) | GPA for CS&E courses: 3.7

Experience

Qualcomm – *Software Engineer* – San Diego, CA (August 2019 – Present)

- Developing 5G Smart Transmit technology to optimize mmWave uplink while meeting transmission limits

AirMap – *Software Engineer* – Santa Monica, CA (Mar. 2017 – Aug. 2019)

- 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
- **Operating Systems:** Linux, Windows, macOS
- **Databases:** MongoDB, Redis, MySQL, PostgreSQL
- **Software Applications / Frameworks / Protocols / Technologies:** Visual Studio, Eclipse, Confluence, Jira, Azure, AWS, GDB, Git, Perforce, OpenMP, RabbitMQ/MQTT, SSL/TLS, PKI, OpenSSL, libcurl, TCP/IP, Docker, Vagrant, CircleCI, Jenkins, trompeloeil, Mocha, Locust, Express, Nginx, Mapbox, jQuery, CMake, AJAX, XML, JSON, Agile
- **Foreign Languages:** Russian (fluent), Spanish (working proficiency)

Activities / Awards / Projects

- 1st Prize: UCLA Anderson Product Innovation Challenge
- LA Hacks 2018: Private Internet Access (PIA) Challenge – Best Privacy Hack (Breach Tracker)
- Projects – jzaturensky.github.io/projects