Jonathan Zybert

Availability: January 2018 - June 2018

Phone: (805) 603-3305
Email: zybert.j@husky.neu.edu
Personal Website: jzybert.github.io
LinkedIn: www.linkedin.com/in/jonathanzybert/
GitHub: www.github.com/jzybert
Address: 9 Copenger St #4, Boston, MA, 02120

EXPERIENCE

Software Engineering Co-op | QuickBase, Inc.
January 2017 - June 2017 | *Cambridge, MA*

- Added functionality to Quick Base webhooks across the full stack, using Java, C++, SQL, and HTML5/CSS3
- Collaborated with a team to add an e-mail notification system to alert customers of failing webhooks resulting in a 60% decrease in webhook errors
- Implemented front-end UI features for table reports using React-Redux JavaScript and Node.js REST APIs
- Worked in an Agile/Scrum environment

TECHINICAL SKILLS

Languages
Java | JavaScript | HTML5/CSS3
C++ | C | Python | SQL

Language Frameworks
Java: Spring
JavaScript: React | Redux | Node

Testing Frameworks
Java: JUnit | TestNG
JavaScript: Jasmine Enzyme | WebdriverIO

Software
GitHub | MATLAB | Simulink | IntelliJ IDEA
Visual Studio | Eclipse | Jenkins | Postgres
Atlassian Tools (Jira, Confluence)

Systems
macOS | Windows | Linux

EDUCATION

Northeastern University
College of Computer and Information Science
September 2015 – May 2020
Bachelor of Science in Computer Science
Minor in Mathematics
GPA: 3.677/4.0
Relevant Courses:

- Algorithms and Data
- Artificial Intelligence
- Computer Systems
- Embedded Design: Enabling Robotics
- Object-Oriented Design
- Programming in C++

PROJECTS

ZedBoard - *C++*

- Controlled the movements of a robotic arm using C++ through a ZedBoard
- Enabled a Wii Remote to controll LEDs through its Bluetooth accelerometer

Pac-Man - *Python*

- Implemented different search methods to enable Pac-Man to find food in a maze
- Programmed minimax with alpha-beta pruning resulting in Pac-Man maximizing his score while avoiding ghosts
- Part of the Berkeley Pac-Man AI Projects

INTERESTS

Technical
Artificial intelligence, robotics, animation