Jonathan Zybert

Software Engineer

Personal Info

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Interests

Technical
Robotics
Artificial Intelligence
Animation

Personal
Épée Fencing
Running
Guitar
Oil painting

EXPERIENCE

January 2018 - June 2018

Software Engineering Co-op | Accion Systems, Inc.
- Designed and programmed in Python a real-time GUI-based application to communicate with Accion's propulsion systems
- Built out the GUI to send and receive bytes from the microcontroller via UART, drive system functions, monitor and graph telemetry data, and log to files
- Utilized Python's Flask microframework and Bokeh library in the back-end along with JavaScript (jQuery), HTML, and CSS (Sass)

January 2017 - June 2017

Software Engineering Co-op | QuickBase, Inc.
- Added functionality to Quick Base webhooks 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

EDUCATION

September 2015 - May 2020

Northeastern University
Candidate for a Bachelor of Science in Computer Science
GPA: 3.675/4.0
Courses: Algorithms and Data, Artificial Intelligence, Circuits and Signals, Computer Systems, Embedded Design, Fund. of Computer Science 1 & 2, Software Development, Robotic Science and Systems, Object-Oriented Design

TECHNICAL SKILLS

Languages
Java | JavaScript | C, C++ | Python | HTML | CSS | Assembly

Frameworks
Spring | React.js | Redux.js | Node.js | Sass | Bootstrap
JUnit | TestNG | Jasmine Enzyme | WebdriverIO | unittest

Software
Git | SVN | MATLAB | Simulink | Jenkins | Atlassian Tools

PROJECTS

September 2017 - December 2017

Unix Shell - *C*
- Programmed a Unix shell that supported built-in commands command line arguments, and control operators

September 2017 - December 2017

Robot Arm Control via Bluetooth - *C++*
- Used embedded C++ in a ZedBoard to control the movements of a robotic arm via Bluetooth signals from a Wii remote