Jonathan Zybert

Software Engineer

Personal Info

Phone
(805) 603-3305

Email
zybert.j@husky.neu.edu

Address
9 Copenger St. #4
Boston, MA, 02120

Website
jzybert.github.io

GitHub
www.github.com/jzybert

LinkedIn
www.linkedin.com/in/jonathanzybert

Interests

Technical
Robotics
Artificial Intelligence
Animation

Personal
Épée Fencing
Guitar
Oil painting
826 Boston

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
- Programmed embedded software in C, writing low-level driver code for microcontrollers and supporting multiple UARTs

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

EDUCATION

September 2015 - May 2020

Northeastern University
Candidate for a Bachelor of Science in Computer Science
GPA: 3.675/4.0
Courses: Algorithms, Artificial Intelligence, Computer Systems, Embedded Design, Fund. of Computer Science 1 & 2, Networks, Object-Oriented Design, Programming Languages

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 | Atlassian Tools

PROJECTS

September 2017 - Present

Chess UI - *JavaScript (React, Redux)*

- Designed and programmed a front-end UI with chess pieces and board layout that can communicate RESTfully to a back-end which checks for valid moves

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