

Jonathan Zybert

Availability: January 2018 - June 2018

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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

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

INTERESTS

Technical

Artificial intelligence, robotics, animation

Personal

Épée fencing, running, guitar, oil painting