Jonathan Ng

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Skills

Languages: Java, C++, Python, Scala, HTML/CSS, PBasic, Bash, Groovy
Technologies: Git, PostgreSQL, Solr, Redis, Google Cloud Datastore, Jenkins, Nexus, SonarQube, Sonatype, Veracode, Atlassian toolstack

Work Experience

TD Bank   *Toronto, ON*
DEVOPS ENGINEER   *Sept. - Dec. 2017, Apr. - Aug. 2018*

- Designed and developed a shared library system to streamline continuous-integration pipeline through Jenkins
- Coordinated the migration of 40+ projects from outdated instances of Jenkins
- Designed a migration workflow to mitigate 90% of manual effort
- Provided support for developer teams as an administrator over Atlassian Toolstack
- Used the BitBucket REST API to perform project attestation on developer teams
- Compiled Jenkins Build Scan and SonarQube data in a Groovy script to send a daily report to project teams
- Increased efficiency of backup process by creating shallow copies of projects reducing storage capacity occupied
- Provided a recommendation and setup a mock for a user management permissioning model for SonarQube

Rave Inc.   *Kitchener, ON*
BACKEND ENGINEER   *Jan. - Apr. 2017*

- Transitioned video service from PostgreSQL to Google Cloud Datastore improving consistency amongst transactions
- Refactored user management service written in Scala by reducing queries performed
- Reduced Solr querying in half by fixing an issue causing undesired deletion of data
- Designed and implemented a responsive site using bootstrap for a new mobile project

Projects

Trivia Assist
PYTHON   *Mar. 2018*

- Using Google's Tesseract OCR in conjunction with Google search to provide an advantage for users in popular mobile trivia game 'HQ Trivia'
- Explored different approaches in viewing the data gathered to arrive at the most probable answer

Receipt Tracker
JAVA   *Jul. 2017*

- An android app using Google's Cloud Vision API and the device camera to scan and collect data from receipts

Raspberry Pi RC Car
PYTHON   *Jun. 2016*

- Used Python to communicate accelerometer data from a mobile device over a local network to Raspberry Pi

Physical Maze Solving Robot
PBASIC   *Apr. 2016*

- Programmed a microcontroller to receive input from sensors and use the pledge algorithm to navigate an arbitrary physical maze

BattleShip Game
JAVA   *May. 2016*

- Recreated BattleShip in Java, complete with scalable textures, a resizeable game board and a computer player component

Honors & Awards

2016	**1st**, A.Y Jackson Programming Contest	*Toronto, ON*
2016	**Semi-Finalist**, Educational Computing Organization of Ontario Competition	*Toronto, ON*
2011	**Honourable Mention**, Toshiba Exploravision	*Toronto, ON*