

# Jonathan Augustine

## Software Developer

+1-240-230-6247 | me@JonoAugustine.com | JonoAugustine.com

---

### PROFESSIONAL EXPERIENCE

---

#### **Full-Stack Engineer, Editframe**

- Increased product breadth by implementing client APIs in Kotlin/Multiplatform
- Contributed to each level of the product stack through new features and architecture design meetings
- Clarified API syntax through frequent collaborative refactors

#### **Full-Stack JS Teaching Assistant, Trillogy Education**

- Assisted students during class with course content and CS questions
- Held office hours over the weekend to help students with homework and fundamentals

#### **Junior Frontend Developer, Next Phase Services & Solutions**

- Wrote effective, clear React/js code to meet strict federal guidelines
- Worked with and modified open source projects for internal use
- Coordinated with designers and business managers to set goals and meet client needs

#### **Software Engineer, Birdwell Solutions**

- Lead work in full-stack web apps using React Native, Node.js, and MongoDB
- Designed and implemented refactors of existing code to allow for easier feature addition.
- Introduced detailed documentation into existing client code-bases
- 100% on-time project completion through careful team management and clear client-dev communication.

---

### PROJECTS

---

#### **Strife, Kotlin Implementation of Discord API**

- Created type-safe implementations of the Discord API, reducing debug & optimizing development time
- Increased API coverage through significant code-base contributions
- Introduced and maintained detailed documentation standards and unit testing
- Grew user-base by over 100% with consistent community management and assistance

#### **PayPal Invoices API, JavaScript Wrapper for PayPal Invoices API**

- Implemented the first public JS API Wrapper for PayPal 2.0 Invoices
- Published releases have reached over 400 installations

#### **Evolution Emulator, Simple Population Genetics Emulator**

- Designed and programmed a population genetics emulator in Java.
- Refactored entire code-base in Kotlin to take advantage of asynchronous, multi-threaded programming
- Capable of emulating multiple environments down to each organism's full genome and reproduction

---

### SKILLS

---

#### **Languages**

Kotlin, Java/TypeScript, Java, HTML, SASS/CSS

#### **Standards & Tools**

Docker, REST, GraphQL, npm/yarn, Unit Testing, Firebase, Heroku, AWS, Unix, MongoDB, SQL

#### **Soft Skills**

Communication, Leadership, Planning & Coordination, Quick Learner, Critical Thinking