Jonathan Davila | Software Engineer

(323)505-5004 · j.davila1641@gmail.com · Los Angeles, CA · github.com/jondavila
jondavila.com · linkedin.com/in/jon-davila/

Software Engineer with a physics background and training in full-stack development at General Assembly. Adept at web applications and passionate about collaborative innovation.

SKILLS

Languages: JavaScript, Python, HTML, CSS
Frameworks/Libraries: React.js, Next.js, Flask, PostgreSQL, Bulma, Bootstrap

Databases: PostgreSQL, MongoDB
Testing: Jasmine, Postman, Mocha, Chai, Selenium
Version Control: Git, GitHub

SOFTWARE DEVELOPMENT PROJECTS

Tim-agotchi | MongoDB, Express, React, Node.js   **August 2023**
- Developed a Tamagotchi-inspired web application with Next.js, offering users an interactive experience with virtual animals.
- Delivered dynamic UIs using React components and integrated MongoDB for virtual animal state management.
- Integrated user authentication for personalized user experiences and virtual pet interaction within the app.

Okay Bloomer | MongoDB, Express, React, Node.js   **July 2023**
- Created a comprehensive full-stack web application employing the MERN (MongoDB, Express.js, React.js, Node.js) stack in a team environment.
- Established RESTful APIs with Express.js, ensuring seamless communication between the front-end and the MongoDB database.
- Conducted regular code reviews through pull requests on GitHub, providing constructive feedback to teammates and ensuring code quality and consistency across the project.

PARKing Lot | Node.js, Express, EJS, PostgreSQL   **June 2023**
- Built a web application using Node.js, Express, EJS, Postgres, and Postman, showcasing national park sites, monuments, memorials, and parks.
- Designed a robust RESTful API architecture with Node.js and Express, effectively managing all CRUD operations for park data stored in a Postgres database.
- Implemented a secure user authentication system using Express and Passport, granting users the ability to register, log in, and access specific features and data securely.

Mountain Climber | JavaScript, HTML, CSS   **April 2023**
- Developed an endless vertical platformer game, drawing inspiration from Doodle Jump.
- Actively managed the project's Git repository, tracking changes, and utilizing version control to maintain project stability.
- Optimized game performance by implementing efficient JavaScript functions and reducing loading times, resulting in a smooth gameplay experience.
- Implemented player controls and dynamic platform generation using JavaScript to deliver a unique experience for each playthrough.

PROFESSIONAL EXPERIENCE

Loyola Marymount University, Interlibrary Loan Team Lead   **February 2022 - Present**
- Implemented an interlibrary loan API to seamlessly integrate the library's systems with LINK+.
- Coordinated interlibrary loan services, facilitating efficient resource sharing among multiple libraries.

Loyola Marymount University, Main Stacks Supervisor   **June 2021 - February 2022**
- Managed and mentored a team of work study students, providing comprehensive training, assigning tasks, and consistently ensuring seamless daily operations.

EDUCATION

General Assembly
Software Engineering Immersive   **February - August 2023**

Loyola Marymount University
Bachelor of Science, Physics   **August 2017 - May 2021**