

JONATHAN NGUYEN

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SKILLS

Languages: JavaScript, TypeScript, Python, Java, C#, PHP

Frameworks & Libraries: React.js, Node.js, Redux, Spring Boot, Thrift, GraphQL (GQL), HTML5/CSS

DevOps, Tools, Testing, & Databases: Docker, Jenkins, Git, Apache Maven, JUnit, Jest, MySQL, MongoDB, NoSQL

EXPERIENCE

Houzz, Software Engineer - Revenue/Growth Team: Palo Alto, CA — October 2021 - July 2023

- Drove revenue growth by developing high-impact initiatives using React.js, Redux, Python, PHP, GQL, Thrift
- Boosted Monthly Recurring Revenue by over \$200,000 by leveraging cookie-based tracking to identify pro types (e.g. designers, contractors) and dynamically tailoring page content to their needs, increasing conversion rates
- Optimized checkout flow by working with designers and PMs to implement critical features, including building front-end components and back-end integrations for PayPal/Apple Pay and guest checkout
- Increased free-trial starts by over 40% and improved customer acquisition through data-driven A/B testing on different layouts and content on high-traffic pages including the landing page (10,000,000+ monthly visits)
- Collaborated cross-functionally with the Onboarding team to experiment with various feature configurations and tiered software packages, optimizing pricing and offerings to maximize revenue and improve conversion rates
- Led the development of an internal testing tool that automated test account creation, environment setup, and cookie management, reducing QA setup time by hours per week and improving developer efficiency

IBM, Software Engineer - Db2 Modernization Team: San Jose, CA — May 2019 - October 2021

- Modernized IBM Db2 software for enterprises like Walmart by transforming legacy systems into modern web apps using React.js, Spring Boot, Node.js, Java, and Python, enhancing usability for thousands of DBAs
- Led the development of automated end-to-end testing and deployments pipelines using Jenkins, Docker, JUnit, and Jest, reducing manual testing for developers and QA team by 10+ hours per week
- Mentored multiple cohorts of interns, leading them in automation projects to streamline testing

Sony PlayStation, Software Engineer - PS Now Cloud Team: Aliso Viejo, CA — June 2018 - December 2018

- Built Java REST APIs and Python scripts to facilitate game distribution and streaming across thousands of servers

Social Life Networks Lab, Undergraduate Researcher: Irvine, CA — January 2018 - June 2018

- Developed an Android app with AI using machine learning and natural language processing to track eating habits
- Co-authored and presented "Multimodal Food Journaling" at HealthMedia 2018

Kelley Blue Book, Software Engineer Intern - Ads Team: Irvine, CA — June 2017 - September 2017

- Optimized programs to reduce runtime of various C# and SQL Server services that run daily by over 50%

EDUCATION

University of California, Irvine — B.S. in Computer Science, 2018 — GPA: 3.5

AWARDS

Grow With Google Developer Scholarship: Sponsored by Udacity — 2018

"Best AR/VR" Hack and 2nd place for "Best Game", PokeARena: Sponsored by GIGABYTE — Citrus Hacks 2018

"Best Medical Hack" Finalist, InstaNurse: Sponsored by Kareo — Hack Davis 2018