

# 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, TailWind

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

## EXPERIENCE

**Crusoe, Software Engineer - Cloud Customer Experience Team:** San Francisco, CA — October 2025 - Current

- Design and build Crusoe Command Center, giving cloud customers a single place to monitor usage, health, logs, and performance across VMs and clusters
- Implement buckets and object storage workflows end-to-end allowing customers to manage large-scale datasets on Crusoe Cloud backed by S3-compatible APIs and VAST infrastructure
- Collaborate cross-functionally with designers, product managers, and stakeholders to refine UX, scope features, drive alignment, and secure buy-in for Cloud Customer Experience initiatives

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

- 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 and increased free-trial starts by over 40% by collaborating with designers and PMs to build features such as PayPal/Apple Pay integration, guest checkout, and running A/B tests on high-traffic pages

**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

## EDUCATION

**University of California, Irvine — B.S. in Computer Science, 2018**

## PROJECTS/AWARDS

**LLM Playground:** Next.js chat app with dynamic LLM selection via Fireworks and live streaming responses — 2024

**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