

Jonathan Williams

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🔗 <https://github.com/Williams-Jonathan> 🔗 <https://www.thejonathanwilliams.com/>

SKILLS

Languages: Python, Java, C++, C#, JavaScript, TypeScript, SQL, Ruby, PHP

Frameworks & Libraries: React, Node.js, .NET, Ruby on Rails, Redux, Entity Framework, scikit-learn, Pandas, NumPy

Tools: Builder.io, Azure, AWS, Git, JupyterNotebook, n8n, Stripe

Collaboration & Productivity: Jira, Notion, Miro, Figma

EXPERIENCE

Content Migration Coordinator, AmaWaterways Oct 2025 – Present

- Coordinated large-scale, cross-departmental content migrations, ensuring data accuracy, timely delivery, and alignment with evolving product and business requirements
- Built internal Node.js validation tooling using Builder.io's REST APIs to detect schema mismatches and content integrity issues, reducing manual review and remediation effort by ~75%
- Partnered with IT, Digital Experience, Marketing, Operations, and UX/UI teams to rapidly resolve post-MVP issues, implement change requests, and apply brand design updates using Figma

Software Engineer, California State University Northridge Dec 2023 – Sep 2024

- Developed, maintained, and debugged a full stack Ruby on Rails web application, implementing both front-end and back-end technologies to deliver solutions for the Student Access and Accommodation System servicing 26,000 users
- Collaborated with a cross-functional team of developers and clients in an Agile environment to implement new features, design RESTful APIs, and debug code—enhancing system performance and user experience
- Applied Agile Scrum software development methodologies, code reviews, and ad hoc analysis in a team of 5, ensuring efficient and iterative development cycles that consistently met project deadlines and client needs
- Led development of the research and system revamp to serve non-academic related accommodations to 1,000+ more users

Institute Scholar, Waymo Nov 2023 – Dec 2023

- Gained in-depth knowledge of the artificial intelligence, machine learning, and hardware behind Waymo's autonomous vehicles with a focus on real-world applications
- Led a group of 4 scholars to present feedback and ideas on user experience, model performance, and technology impacts

Web Producer, California State University Northridge Jun 2022 – Dec 2023

- Streamlined the migration of department websites to a new content managing system, resolving 100+ support tickets
- Implemented requested updates, fixes, and edits to enhance the functionality and content of each department's website

Software Engineering Intern, Microsoft & LA-Tech Aug 2023 – Nov 2023

- Acquired comprehensive knowledge in cybersecurity and information technology fundamentals through training and insights from industry leaders, including Waymo and Microsoft
- Spearheaded a team of 4 interns in designing and deploying a scalable AWS framework for a startup using AWS EC2, including setting up permissions, policies, and backup systems

Junior Software Engineer, Binary Module Nov 2017 – Sep 2023

- Assisted in creating, designing, and updating company website content, for a seamless and engaging user experience
- <https://www.binarymodule.com/>

QA Tester, Crystal Sky Solutions Incorporated Apr 2020 – Jun 2020

- Collaborated with developers to enhance the iOS app interface and app store page for improved user experience
- Identified, documented, and reported bugs, providing detailed feedback and updates during regular meetings

EDUCATION

Bachelor of Science Computer Science, California State University Northridge May 2024

PROJECTS

Phantom Relief: A VR Mirror Therapy

- An inclusive virtual reality system to allow bilateral amputees to see a full virtual body move and to feel the sensation of walking to utilize mirror therapy concepts as an enhanced therapy solution for those suffering from phantom limb pain in their legs
- Led a Scrum team of 5 to outline project requirements, design, and implement this platform for our senior project

Malware Detection with Machine Learning

- Built a machine learning model to apply an improved feature selection to classify applications into benign or malware
- Trained the model with a keen understanding of data on a dataset from Canadian Institute of CyberSecurity containing 1,900 unique apps from the Google Play Store, spanning 79 features and over 630,000 records