Jonathan Banashek | Résumé

Woodland Hills, CA (US Citizen)

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Experience

TigerConnect Inc   **Remote**
Senior Developer   *September 2020 - March 2022*

Client-side Team (React, Typescript, Mobx, Redux, etc)
- Reduced UX design time by 66% by leading multi-team collaboration to solve existing design-fragmentation.
- Served as a Typescript SME for a long-term complex migration of a large Javascript codebase to strongly typed Typescript.
- Increased testing surface area and delivery confidence by introducing Playwright end-to-end testing.
- Created and shared thorough documentation around implicit assumptions about systems and responsibilities, leading to clearer and more observable operating procedures and responsibilities among the team.

Platform Team (Erlang, Java (Spring))
- Took ownership and delivered high value products with complex and ever-evolving business requirements.
- Quickly and consistently delivered on requested Root Cause Analysis surrounding high-priority production issues involving distributed systems with short-term fixes, explicitly stated follow ups, and increased stakeholder understanding and confidence in our team.
- Worked collaboratively with teammates in various global time zones to ensure effective handing-off of responsibilities and cross-team communication of priority projects.
- Collaborated with client teams to raise the level of end-to-end systems knowledge, increasing reason-ability of system functionality and improving estimation of complex feature work.

Redox   **Remote**
Staff Software Engineer   *January 2018 - June 2020*

- Created a suite of libraries surrounding the distributed and secure requirements of the software suite, reducing development time and complexity across the engineering group.
- Designed and implemented a high-availability low-latency search engine over large quantities of medical data, enabling new user experiences.
- Designed and implemented a centralized PHI access auditing service and sdk.
- Collaborated with Security teams to evolve the Secure SDLC practices with an emphasis on Shift-Left mindset and practices, as well as being a member of our bug bounty team.
- Primary engineer responsible for identifying and triaging potential security incidents, as well as producing precise reports for post-mortem analysis.
- Created documentation and presented educational topics on security, data storage technologies, distributed systems patterns, and other deep topics.
(Nodejs, Typescript, Javascript, PostgreSQL, Kafka, ElasticSearch, React, Angular, Redis, fp-ts, Python, Bash, Ruby, Java)

Monogram Artists   **Remote**
Technical Co-Founder   *October 2016 - January 2018*

Created and managed all technical aspects for the mobile and web applications of an influencer-brand marketplace product.
(F#, Python, React, Xamarin, React-Native, SQL, AWS, Docker, DigitalOcean, bash)

Cornerstone OnDemand   **Santa Monica, CA**
Software Engineer   *(C#, SQL)*   *September 2015 - October 2016*

Live Nation Entertainment   **Remote / Hollywood, CA**
Software Engineer / DevOps Engineer   *(C#, AngularJs, SQL, Ruby, Perl, Python)*   *February 2014 - September 2015*

Brotsky Designs, Inc.   **Remote**
Development/Security Consultant   *September 2012 - January 2013*

AK Enterprises   **Remote**
Systems Administrator   *2011 - 2014*

Education

Western Governors University
B.S. IT-Software   *2015*