Jeremy Gonzalez

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Education

Hunter College | New York, NY   **August 2020**
B.S. - Computer Science   **GPA: 3.54**

Technical Skills

Certifications: AWS Cloud Practitioner
Programming: Java, JavaScript, SQL, Python
Frameworks/Tools: Spring Boot, JDBC, Junit4, Mockito, MySQL, Android Studio, MongoDB
Technologies: EC2, S3, RDS, IAM, Lambda, Route 53, SNS, SQS, CloudFront, VPC, VPN, SonarCube, CI/CD, Linux

Experience

Wiley Edge (Client: JP. Morgan Chase)   **(Mar 2022 – Jun 2023)**

- Java Backend Developer responsible for implementing new products and modernizing legacy code on the SI 360 structured products pricing platform.
- Ensured client quotes based on structured investment products on the SI 360 platform were correctly parsed and transformed necessary for the transfer and use between services.
- Significantly contributed to adding a new note product to the SI 360 platform and wrote the code for conversion and parsing for clients from one service to another.
- Contributed proactively in daily scrums sharing updates and offering helpful ideas.
- Rigorously checked and tested new code merges in testing and pre prod environments while becoming aware with collaborative effort to make sure merges were ready for production deployment.
- Developed comprehensive unit tests using Junit and Mockito which led to overall system stability and successful deployments by maintaining 90%+ code coverage
- Independently managed and successfully deployed more than 15+ services to production.
- Reduced and condensed legacy codebase by 30% by refactoring and optimization which led to a 20% decrease in maintenance time.

Projects

Music Compromiser (Github | Server**)**

- An Android app that curates a playlist of the connected users' favorite song tracks.
- Uses Spotify's API to sign in users and retrieve favorited songs. Users connect through a QR code.
- Server receives all the users' songs, shuffles them, and returns a playlist of tracks from all users.
- The app implements a voting system using firebase's real-time database, allowing users to vote to replay or skip tracks.
- Written in Android Java, Node.js. Volley for API calls, ZXing library for QR code, Firebase for real-time voting.