JONATHAN ABRAMS

Software Engineer and Full-Stack Developer

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EDUCATION

University of Washington Bachelor of Science in Computer Science - GPA 3.8 / 4.0	2025
Projects	
QuickClip Go (Golang), Wasm (WebAssembly), Multimedia, Gio UI, GUI	2025 – Present
Developed a cross-platform audio player in Go targeting Windows, Linux, MacOS, and Wasm Designed responsive graphical user interface via Gio immediate mode GUI Library Featured audio waveform visualizations to produce engaging graphical effects 	
AutoSpace Lua, Multimedia, Davinci Resolve	2025 – Present
 Improved transcription-based editing workflows with the Davinci Resolve API with Lua Processed clips with FFmpeg to improve effectiveness of AI transcription-based editing Managed timeline spacing of video clips to ease and speed up video editing processes 	
 Academic Projects (Collaborative) Java, JavaScript, Next.js, Express, React, MySQL, HTML5 Collaborated with classmates using Git, Agile workflows, and pair programming Designed front-end interface for retrieving books using Next.js and React components Built a backend RESTful Web API using Node.js and the Express framework Architected a MySQL database for local restaurants and related information Created a classic 2D side-scrolling game in JavaScript with a utilizing the HTML5 Canvas Utilized JavaFX to create a role playing game with battles and chance based interactions 	2022 – 2024
Cryptography Suite Implementation Java, Cryptography, ECC	2024
 Encrypted and Decrypted information by developing Java based cryptography library Implemented SHA-3 and SHAKE cryptographic hash functions from specifications Utilized elliptic curve cryptography (ECC) scheme with NUMS-256 Edwards curve 	
Fuzzy Sheets Shell (Bash)	2021 – Present
<i>Interfaced with programming reference service with a</i> Terminal-based <i>client</i> • Integrated fuzzy finding thorough <i>fzf</i> to traverse a large list of topics effectively and quickly	
Mumzic Go (Golang), SQLite, JSON, VoIP	2020 – Present
 Streamed audio as a Digital jukebox for Mumble VoIP (Voice over IP) servers Produced tools for reading associated metadata into a SQLite database Wrote SQL queries to search and filter metadata from various sources 	
TECHNICAL SKILLS	
Languages: Java, Go (Golang), SQL (SQLite, MySQL), Lua, JavaScript, TypeScript, Shell (Bash) Frontend: Gio, JavaFX, Next.js, React, HTML5, CSS3 Backend: Express, Node.js, RESTful APIs, FFmpeg Cloud/DevOps: Amazon AWS (EC2, RDS, Lambda), GitHub Actions, Secure Access (SSH), Virtualiz Tools: Git, Linux, Docker Containers, JUnit, Postman, VS Code, Neovim, IntelliJ	ation
Experience and Leadership	

Grays Harbor College eSports Club	2018 - 2020
Grays Harbor College	Aberdeen, WA
Coordinated with college administration during meetings to secure funding for initiatives	
• Performed business meetings and submitted necessary documentation while tracking membership	
Computer Technician	2018
Westside Technologies	Aberdeen, WA
 Diagnosed and resolved issues with client operating systems and hardware 	
• Detected and removed viruses and restored systems to a clean state	