Jonathan Romano

☐ jonathan@luxaritas.com ☐ linkedin.com/in/luxaritas ☐ github.com/luxaritas

• orcid.org/0000-0003-4031-0102

Full stack developer and devops engineer focusing on UX, software architecture, and DX/tooling Interest areas: R&D, arts & digital media, HCI, information management, collaboration, and education

WORK EXPERIENCE

Howard Hughes Medical Institute/Das Lab - Software Engineer I

OCTOBER 2022 - PRESENT

Skills: TypeScript, VueJS, PixiJS, AWS, AWS CDK, Linux, Docker, Grafana LGTM

- Continuation as lead developer of the Eterna citizen science game/platform
- Rewrote backend API to replace deprecated technology, adding automated tests
- Implemented monitoring, observability, and KPI tracking with Grafana LGTM
- Currently completing migration to IaC, increasing serverless use, and significantly reducing costs

Stanford University/Das Lab - Software Developer

DECEMBER 2017 - OCTOBER 2022

Skills: TypeScript, VueJS, PixiJS, Linux, AWS, AWS CDK, PHP, SQL, Python, Ansible, Docker

- Primary developer of the Eterna citizen science game/platform, implementing hundreds of features and bugfixes for website frontend, backend, and RNA design/simulation interface, along with performing major refactoring to address technical debt and assisting in UI/UX design
- Performed routine system administration and devops tasks
- Led key improvements in code hygiene, security, performance, automation, and docs

University at Buffalo Department of Computer Science - *Undergraduate Teaching Assistant* AUGUST 2019 - MAY 2022

- Prepared course materials, reviewed student work, and assisted students with course content
- Courses include introductory computer science, data science, and human computer interaction

DreamWorks Animation - *Platform Services and Infrastructure Intern* JUNE 2021 - AUGUST 2021 | Skills: Go, Python, DataDog, Spinnaker

- Improved usability, performance, reliability, and code quality of deployment system microservices
- Built DataDog dashboards to monitor deployment system health
- Developed automated end-to-end tests for deployment system validation

Syracuse University College of Engineering and Computer Science - Research Assistant/Intern JULY 2017 - AUGUST 2017 | Skills: Python, SQLAlchemy, DSATools, PowerWorld

- Designed an ML workflow for time series data analysis in an ongoing research project using power grid data to detect cybersecurity breaches, implementing core ETL processes
- Presented in the 2017 Syracuse University Research Experience for Undergraduates Symposium

PROJECTS

FIRST Robotics Scouting Application - Core Developer/Team Lead

JANUARY 2016 - APRIL 2018 | Skills: Python, Django, HTML/CSS/JS, Bootstrap, VueJS, Vuetify, GraphQL

- Led UI/UX design, software architecture, data modeling, and development of a web application for tracking performance of multiple teams.
- Led and contributed using **Agile** processes (Scrum and Kanban)

EDUCATION

University at Buffalo, The State University of New York - BS Computer Science, Honors College AUGUST 2018 - MAY 2022 | Cumulative GPA: 3.95

AWARDS AND RECOGNITIONS

- CSE Faculty Choice Undergraduate Award University at Buffalo, MAY 2022
- Phi Beta Kappa NY Omicron, MAY 2022
- Tau Beta Pi NY Nu, MAY 2022
- Grace W. Capen Academic Award University at Buffalo, MAY 2022

SELECTED PUBLICATIONS

- Hannah K. Wayment-Steele et al. 2022. Deep learning models for predicting RNA degradation via dual crowdsourcing. *Nature Machine Intelligence* 4, 12 (2022), 1174–1184.
 DOI:http://dx.doi.org/10.1038/s42256-022-00571-8
- Kathrin Leppek et al. 2022. Combinatorial optimization of mrna structure, stability, and translation for RNA-based therapeutics. *Nature Communications* 13, 1 (2022).
 DOI:http://dx.doi.org/10.1038/s41467-022-28776-w
- Josh Aaron Miller et al. 2021. How do players and developers of citizen science games conceptualize skill chains? *Proceedings of the ACM on Human-Computer Interaction* 5, CHI PLAY (2021), 1–29. DOI:http://dx.doi.org/10.1145/3474671