

Jonah Rothman

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EDUCATION

Boston University

MS in Computer Science, BA in Computer Science, Minor in Economics

Boston, MA

Dec 2026

- GPA 3.73, Deans List (all terms)

• *Related Coursework:* Artificial Intelligence, Software Development, Analysis of Algorithms, Macroeconomics

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, TypeScript, HTML/CSS, Kotlin, OCaml

Frameworks & Libraries: React, Express.js, Next.js, Mongoose, TailwindCSS, Vite

Tools & Platforms: GitHub Actions (CI/CD), MongoDB Atlas, Microsoft Azure (Blob Storage, Azure OpenAI, App Service, DevOps), DigitalOcean, Firebase, Cypress, Selenium, Jest, Maestro, Git, Node.js, AWS

EXPERIENCE

Junior Front End Development Intern

May 2025 – Aug 2025

North Andover, MA

PanelClaw

- Led the adoption of Cypress as a new QA automation framework, independently researching, implementing, and demonstrating the platform to the software team
- Transformed the existing manual QA smoke test suite with Cypress parallel automation, reducing test time from a **full day to ~1 hour**, saving the team 6+ manual hours a day (**5x faster**)
- Wrote and maintained hundreds of Jest JavaScript unit tests, improving test coverage and catching critical bugs while leveraging GitHub Copilot to accelerate development and enhance test script quality
- Tracked tasks in Jira and responsible for documenting wiki pages in Confluence to support team collaboration

Software Development Intern

Feb 2025 – Apr 2025

London, UK

ClearWatt

- Spearheaded ClearWatt's first implementation of automated testing by independently building a full UI testing suite using Maestro and **60+ YAML test flows** to ensure app-wide stability
- Tagged UI elements and debugged issues within the React Native codebase to support and improve test coverage
- Integrated the test suite into the CI/CD pipeline via Azure DevOps, establishing app testing during deployment
- Worked in an agile development environment, using Git and pull requests to deploy features across staging, UAT, and production environments

PROJECTS

The Study Buddy | [Repository](#) | Visit TheStudyBuddy.app

November 2025

- Deployed a AI study platform using React, Vite, TypeScript, and Express backend, running across Azure apps services, DigitalOcean, and Google Firebase supporting **50+ users**
- Developed a scalable Express.js backend using Azure Blob Storage for PDF handling and Azure OpenAI to generate flashcards and context aware subject-specific chat responses
- Designed a MongoDB Atlas schema with 7 collections, compound indexes, and repository pattern architecture supporting **100+ notes, 50+ flashcard sets, and 200+ chat messages**
- Implemented CI/CD with GitHub Actions for automated builds and deployments while collaborating with GitHub

VibeScape | [Repository](#) | [Demo Video](#)

August 2025

- Built a Next.js and React powered interactive Spotify song map that visualizes a user's library as clusters of songs and playlists with the ability to compare music with friends and create custom blended playlists
- Created an AI-powered playlist chooser via prompt and designed a unique ranking model for Top Songs
- Harnessed SOTA AI tools like OpenAI Codex CLI to accelerate development time and enhance the UI/UX

Java Terminal Game Engine | [Repository](#)

Sep 2024 – Dec 2024

- Developed a terminal-based game engine ranging from simple games to complex turn-based gameplay, including DnD-style mechanics
- Authored **50+ Java classes** to build a scalable, object-oriented architecture
- Utilized Strategy, Factory, and Singleton design patterns to enhance flexibility and reduce code duplication