

Jonah Rothman

781-366-5290 | jonahr@bu.edu | jonahrothman.com | linkedin.com/in/jonah-rothman/ | github.com/jonahr4/

EDUCATION

Boston University | Boston, MA

Jan 2027

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

GPA 3.75, 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, Node.js, Mongoose, TailwindCSS, Vite

Tools: GitHub Actions (CI/CD), Cypress, Selenium, Jest, Maestro, Git, Jira, Confluence

Platforms: MongoDB Atlas, Microsoft Azure, DigitalOcean, Firebase, Neon, Vercel

EXPERIENCE

Junior Front End Development Intern

May 2025 – Aug 2025

PanelClaw

North Andover, MA

- Identified inefficiencies in the existing QA process and led the adoption of Cypress, independently researching, implementing, and demoing the company's first automated test framework
- Rebuilt the manual 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 backend test coverage and catching critical bugs while leveraging GitHub Copilot to accelerate development and enhance test script quality

Software Development Intern

Feb 2025 – Apr 2025

ClearWatt

London, UK

- Spearheaded ClearWatt's first automated UI testing suite by independently building a Maestro test suite with **60+ YAML flows**, giving the team consistent app-wide regression coverage for the first time
- Improved app stability by tagging UI elements and diagnosing React Native bugs uncovered during automation
- Integrated the UI test suite into Azure DevOps CI/CD, ensuring every deployment triggered full regression checks
- Developed tests across staging, UAT, and production environments within an agile Git-based workflow

PROJECTS

InternAtlas | [Repository](#) | Visit InternAtlas.tech

Dec 2025 – Jan 2026

Search thousands of tech company's job boards in one place, with filtering and automated updates

- Built and deployed a custom aggregate job board crawling **2,500+ companies** across multiple ATS systems, normalizing **600,000+ internship focused listings** into a unified PostgreSQL schema
- Automated large-scale crawling via GitHub Actions on a 12-hour schedule, powering a live job board hosted on Vercel with a DigitalOcean PostgreSQL database with full-text search and filters

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

Nov 2025 – Dec 2025

Upload your notes. Get AI-generated flashcards. Chat with a AI tutor that knows all your content.

- Launched a study platform to solve inefficient manual studying, built with React, TypeScript, and an Express backend and deployed across Azure App Services, DigitalOcean, and Firebase to support **50+ users**
- Configured a scalable Express.js backend that processes uploaded notes via Azure Blob Storage and uses Azure OpenAI to generate context-aware flashcards and tutor-style chat responses
- Structured a MongoDB Atlas data model with 7 collections and optimized indexes powering **100+ notes, 50+ flashcard sets, and 200+ chat messages**
- Implemented CI/CD with GitHub Actions for automated deployments, enabling updates to the platform

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

Sep 2025 – Dec 2025

One Android app for all nutrition related needs in a connected in a single flow.

- Built a Jetpack Compose Android app using an MVVM architecture and **5+ Compose screens** to unify recipe discovery, meal planning, and nutrition tracking using metrics calculated from their target weight and activity level
- Integrated TheMealDB and OpenFoodFacts APIs with Retrofit and Room to power barcode scanning, recipe lookup, and weekly meal plans, all stored in Google Firebase Firestore

Java Terminal Game Engine | [Repository](#)

Sep 2024 – Dec 2024

Engine for terminal-based games ranging from simple tic tac toe to turn-based DnD-style battles.

- 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