

JONATHON IRELAND

Senior Software Engineer



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Summary

Senior Software Engineer with 10+ years of experience building and modernizing enterprise web applications. Strong background in React, Angular, JavaScript/TypeScript, REST API integration, automated testing, and GitHub-based delivery. Hands-on C#/.NET 8 project experience developing object-oriented applications and ASP.NET Core Web APIs using Entity Framework Core and SQL Server.

Core Skills

- Frontend Frameworks & Libraries: Angular 7-21, React, Vue.js, Angular Material, Adobe Target
- Frontend Languages & Markup: JavaScript, TypeScript, HTML5, CSS3/SCSS
- UI/UX & Design Tools: Figma, Adobe Creative Suite, Responsive Design
- Testing & Quality Assurance: Vitest, Karma, Jasmine, Cypress (exposure), Unit Testing, Integration Testing
- Backend & Databases: Fastify, Prisma, REST APIs, Node.js, Firebase Authentication, MySQL, PostgreSQL
- DevOps & Platforms: Git, GitHub Actions, Docker, CI/CD Pipelines, Railway, Vercel, Neon, AWS, Kubernetes, Jenkins, PCF

Work Experience

Equifax (via Brooksource)

Senior Software Engineer (Contract, Remote)

Louisville, KY • Aug 2024 – Mar 2026

- Delivered 225+ merged pull requests and 400+ commits across enterprise platforms (VINELink, VINEWatch, Edge Services), driving large-scale feature development and system improvements.
- Led VINEApps Angular modernization, upgrading enterprise applications from v15→18 and independently from v18→21.
- Designed and integrated RESTful API-driven workflows supporting authentication, clickwrap acceptance, and post-login application experiences across Angular frontends and Node-based backend services.
- Expanded automated coverage across 249+ specification files, creating approximately 170 new files and 1,100+ unit tests using Karma, Jasmine, and Vitest to reduce regression risk.
- Reviewed and approved pull requests to enforce architectural standards and maintain code quality across distributed teams.

DICK'S Sporting Goods

Software Engineer / Front End Developer (Remote / Hybrid)

Coraopolis, PA • Sep 2017 – Sep 2023

- Built scalable Angular and React component architectures within AEM CMS using TypeScript, SCSS, Angular Material, and Vite, supporting high-traffic, enterprise e-commerce platforms and experimentation-driven user experiences.
- Delivered 94 Angular templates (~40% of CMS template library) supporting Angular applications within a Tailwind-based design system to ensure UI consistency and long-term maintainability.
- Managed CI/CD pipelines using GitHub Actions and Pivotal Cloud Foundry to support reliable, on-time deployments.
- Containerized local development environments using Docker, integrating Node APIs with MySQL and Redis to support collaborative development workflows.
- Partnered with marketing and product teams to implement experimentation strategies and optimize promotional digital experiences.

Kent State University

Associate Application Developer

Kent, OH • Dec 2015 – Mar 2017

- Modernized PHP/MySQL to Laravel applications supporting University platforms and migrated legacy Presenter system data to Laravel + Vue.js, improving maintainability and streamlining content delivery workflows.
- Migrated the legacy Presenter app to a new RHEL Laravel and Vue.js server, streamlining slideshow delivery for faculty and students.

Covelli Enterprises

Web Manager (MIS/IT)

Warren, OH • May 2012 – Dec 2015

- Managed Covelli.com, DNS, hosting, and licensing for 250+ restaurant franchises (Panera, O'Charley's, Dairy Queen).
- Designed a custom digital signage system for 300+ Panera Bread locations, replacing PowerPoint/PCAnywhere with a PHP/JS slideshow synced via MySQL replication. Deployed and maintained CENTOS Linux servers for security and performance improvements.

Earlier Web Development Experience

Vindy.com, Carnegie Mellon University, and Brain Host

2007 – 2012

- Held frontend and web technology roles involving JavaScript, Python/Django-based CMS platforms, WordPress, CodeIgniter, template development, redesigns, and application support.

Independent Engineering Projects

Rummy.green — Production Full Stack SaaS

April 2026 – Present

Founder & Full Stack Engineer

- Architected and built a production full-stack SaaS application using Angular 21, Fastify, Prisma, PostgreSQL, Firebase Authentication, WebSockets, Railway, Neon, and Vercel.
- Designed a reusable turn-based TypeScript game engine with AI opponents, modular game logic, and transaction-safe multiplayer processing, creating a reusable foundation for future multiplayer games.
- Developed secure REST APIs, WebSocket-based game-state communication, authentication, administration features, automated Vitest testing, and cloud deployment pipelines supporting a scalable production environment.
- Authored engineering case studies documenting frontend architecture, backend design, transaction-safe processing, and full-stack integration.
- Continuously enhance and maintain a live production SaaS application through iterative feature releases, infrastructure improvements, and performance optimization.

C#/.NET Engineering Projects | GitHub

2024 – Present

- Developed multiple C#/.NET applications spanning object-oriented game logic, desktop applications, console programs, database-backend CRUD workflows, and ASP.NET Core REST APIs.
- Build a .NET 8 ASP.NET Core Bookstores Web API using controller-based routing, Swagger/OpenAPI, Entity Framework Core, and SQL Server.
- Developed Chess and Tetris game applications to strengthen object-oriented design, application-state management, inheritance, collections, event-driven programming, and complex business-rule implementation.
- Created database-backed C# workflows involving users, roles, vehicles, and rental records using Entity Framework and SQL Server.

Education

Kent State University — B.S. Computer Networking

Kent, OH • May 2006

Kent State University — A.A.B. Computer Technology

Ashtabula, OH • Dec 2004

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C#/.NET 8 Project Portfolio

Selected projects demonstrating C#/.NET, ASP.NET Core, SQL persistence, object-oriented rules, application-state management, asynchronous workflows, and technical documentation.

GitHub: github.com/jonathonireland

HotelListing.API — C# | .NET 8 | ASP.NET Core | EF Core | SQL Server

2024

github.com/jonathonireland/HotelListing.API

- Built a RESTful hotel and country management API with controller-based endpoints, relational persistence, dependency-injected data access, seed data, CORS, and appropriate HTTP response semantics.
- Implemented asynchronous CRUD operations, Swagger/OpenAPI documentation, Serilog request logging, environment-based configuration guidance, and concurrency-aware updates.

Chess — C# | .NET 8 | WPF | LINQ | OOP

2024 – Present

github.com/jonathonireland/Chess

- Separated reusable chess rules and game-state logic from WPF presentation concerns; independently added king-safety filtering, check detection, castling, captured-piece tracking, and UI coordination.
- Built a computer-controlled opponent that evaluates legal moves on copied board state and responds asynchronously without blocking the interface.

Tetris — C# | .NET 8 | WPF | Async Game Loop

2024

github.com/jonathonireland/Tetris

- Created a playable WPF game using dedicated grid, block, queue, position, and game-state classes, with all seven tetrominoes, rotation, hard drop, hold, previews, scoring, increasing speed, and replay.
- Demonstrates event-driven input, object-oriented state transitions, collections, collision rules, and asynchronous UI updates.

BookStoresWebAPI — C# | .NET 8 | ASP.NET Core | EF Core | Swagger

2024

github.com/jonathonireland/BookStoresWebAPI

- Established an ASP.NET Core API foundation with controller routing, HTTPS redirection, authorization middleware, Swagger/OpenAPI, nullable reference types, and SQL Server packages.
- Documents the planned path toward domain models, DbContext configuration, migrations, CRUD endpoints, validation, authentication, and automated testing.