# Jonathan Chen

in linkedin.com/in/jonathancheng

github.com/04jono

♦ Ithaca, NY

# **EDUCATION**

**Cornell University** Aug 2022 — May 2026

Bachelor's in Computer Science, Minor in Statistics

**GPA:** 3.95/4.0 Relevant Coursework: Data Structures (Honors), Computer Systems, Robot Learning, Computer Networks,

Machine Learning, Computer Vision, Analysis of Algorithms (Fall 2024), Database Systems (Fall 2024)

# **EXPERIENCE**

**Oracle** May 2024 — Present

Software Engineer Intern

Austin, TX

- · Replaced costly manual data entry for onboarding new hotel chains with automated processes by designing CakePHP 4 RESTful API serving as a gateway for authentication and identity management services
- Developed integrations with cloud identity providers to authorize API calls between hotel software systems
- Actively collaborated with Identity and Guest Experience teams following Agile/Scrum methodology

**IBM** June 2024 — Present

Accelerate Program Research Track

Remote

Attended workshops on AI and cloud research at IBM and developed machine learning models with Python

**Intellian Technologies** 

May 2023 — May 2024

Software Engineer Intern

Rockville, MD

- Led web application development of unit reservation system built with React, Flask, Docker, and MongoDB
- Developed and deployed Python packages for collecting performance metrics from satellite user terminal data
- Increased data throughput by 500% for a log aggregation system using InfluxDB database, Flask, and Grafana

# **Cornell Department of Computer Science**

Aug 2023 — May 2024

Course Instructor

Ithaca. NY

- Delivered lectures, held discussions, and planned office hours as instructor for CS 1998: Android Development
- Graded assignments and held office hours for CS 2110: Object-Oriented Programming and Data Structures

## **PROJECTS**

#### **Ithaca Transit**

Android mobile app for navigating using Ithaca's TCAT bus service

- Led Android mobile application development for a route planning mobile app with Kotlin and Jetpack Compose
- Developed features for real-time bus location tracking using Google Maps API and GTFS data

# Deep Q-Learning Algorithm on Space Invaders

Reinforcement learning agent trained in OpenAl Gym's Atari Environment

- Preprocessed 450 trajectories of image data from human players to train a behavior cloning model
- · Built a Q-Learning neural network algorithm to improve agent performance in stochastic Space Invaders

## **Counter-Strike Performance Analyzer**

Computer vision assistant for multiplayer video game

- Trained YOLOv8 object classification model using Roboflow API on videos from the game Counter-Strike 2
- Developed Flask portal allowing replay uploads to analyze player performance metrics from classification data

## **Playlistle**

Web app for guessing random daily songs from Spotify playlists

- Built web services using Docker Compose to containerize the database, the website, and Spotify API scripts
- Configured networking with a cloud VPS and Nginx reverse proxy, delivering to 20+ users on the internet

# **SKILLS**

Languages: Python, Java, Kotlin, C, C++, PHP, OCaml, TypeScript, JavaScript, HTML, CSS Libraries and Frameworks: Android, React, React Native, Node.is, Diango, Flask., PyTorch, CakePHP Tools and Software: Git, Linux, Nginx, Grafana, InfluxDB, Prometheus, Docker, MongoDB, PostgreSQL