

Jonathan Kalsky

US Citizen | Open to Work Anywhere | Univeristy Junior Classification
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EDUCATION

Texas A&M University

Bachelor of Science in Computer Science

College Station, TX

Aug. 2025 – May 2029

SUMMARY

Software Engineering student on the Dean's Honor Roll, passionate about building reliable, user-facing applications supported by modern cloud and AI-enabled systems. Seeking a 2026 internship with exposure to frontend development, cloud infrastructure, and large-scale systems.

EXPERIENCE

Aggie Course Explorer - Web Development

October 2025 - Present

Texas A&M University

React, JavaScript/TypeScript, Python

- Building components for aggieclasses.com, designed as tools for students filtering and exploring registration options
- Integrated parsing and visual graphing logic to represent course prerequisite relationships, utilized across components
- Reasoned through data flow, storage placement, and API boundaries to balance latency, payload size, and client-side complexity
- Accelerated backend validation by customizing CLI to simulate the integration step

Hackathon Applications

October 2025 - Present

Texas A&M University

JavaScript, Python, React, AI-Accelerated

- Collaborated with new teammates to rapidly build and demo MVPs under tight hackathon timelines
- Leveraged libraries, APIs, MCP servers, and AI agents to deliver MVPs across multiple competition tracks
- Won awards across hackathons for various tracks; Deployed projects and published on GitHub

PROJECTS

PhotosTool - Software Developer | *iOS App, Swift, OpenAI, Firebase*

June 2025 – Present

- Building an iOS lightweight photoediting app, powered by AI image generation, featuring masking tools and a structured JSON-based context editor
- Implemented local user-data aggregation, client-side querying, Firebase and OpenAI API integrations to complete final image transformations and handle media feeds
- **In progress:** Designing a user preference embedding system to model interest as vector representations, and retrieve related content using a similarity search

Base4Good Hackathon - Software Developer | *Web App, AI-Written Software*

April 2025

- Built a tutoring and scheduling web application during a solo 24 hour hackathon using a new tool (Base44)
- Focused on rapid prototyping and problem-solving for a social good-oriented challenge

Apple Swift Student Challenge - Software Developer | *iOS App, Swift, Data Collection, ML*

February 2025

- Researched, and collected go-to market data to strategically build a digit-classifying ML model by sampling
- Designed a mental math practice UI, and integrated this trained classifier for hand-drawn input

TimeWize - iOS Application | *Swift, Firebase*

November 2023 - November 2024

- Founded and published a service-hour tracking iOS app for organizations
- Designed backend data pipelines using Firebase (authentication, real-time database, cloud storage)
- Applied agile development practices in a team, while researching user needs and market fit

TECHNICAL SKILLS

Languages: Swift, Java, Python, TypeScript/JavaScript, C++, Shell Commands, HTML, CSS, C#, R, LaTeX

Developer Tools: GitHub, Google & Microsoft Workspaces, Jira/Trello, Linux, VSCode, Xcode, IntelliJ IDEs, Jupyter, Kaggle

Awards: Tidal Hack: 2nd Place in beginner-team track(unofficial), Datathon: 1st Place best use of ElevenLabs, 2nd Place in video-game-agent Reinforcement Learning