Jonathan Kalsky

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EDUCATION

Texas A&M University College Station, TX
Bachelor of Science in Computer Science *Aug. 2025 – May 2029*

BIOGRAPHY

Software Engineering Dean's Honor Roll

Software Engineering student passionate about building reliable, user-facing applications supported by modern cloud and AI-enabled systems. - Seeking a 2026 internship to deepen my 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 Oct. 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
- 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

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* Nov. 2023 - Nov. 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 Workspaces, Jira/Trello, Linux/Unix, Microsoft, React, Office, 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