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EDUCATION & TEAM WORK EXPERIENCE

University of Toronto, St. George Campus - *HBSc Computer Science and Mathematics*

September 2019 - Present

- 3.8 GPA in first year courses including Calculus, Linear Algebra, and Software Design
- Participant in the Computer Science First-Year Learning Community (FLC)

PACE Academy for Gifted Children - *High School Diploma*

September 2014 - June 2019

- 97 average in top six courses
- Peer tutor in mathematics

Summer Institute - *Volunteer*

July 2016 - August 2017

- 180+ hours volunteering hours over two summers

PERSONAL PROJECTS

(See my full portfolio at szge.github.io)

CS:GO Cheat. Fully functional external cheat for the video game CS:GO introducing bunnyhopping, triggerbot, wallhack, and anti-flash. Implemented through direct memory read/write from Windows API in C++.

CoilSolver. Automatic solver for www.hacker.org/coil. Used Requests Python library to interface with webpage. Employed statistical methods to optimize code. Top 10% of solvers after 15 hours.

ChessGUI. C++ based application for playing chess against another player or against any chess engine using long algebraic notation (e.g. Stockfish).

CSC207 Final Project. Collaborative project to create a calendar program in Java. Users can create accounts, add single or recurring events, and add reminders for those events using a GUI.

SKILLS

Programming languages: Java, C++, Python

Applied skills: data visualization (R), spreadsheets, version control (Git), HTML/CSS

Communication in English and Mandarin

MISCELLANEOUS

- Lagrange mathematics competition Canadian champion
- 15+ awards in high school math and chemistry competitions
- Self-taught intermediate guitarist
- 1520 SAT (99th percentile), 780 SAT Math 2, 800 SAT Math 1, 5 AP Computer Science