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GitHub: <https://github.com/szge>

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EDUCATION

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

September 2019 - Present

- 3.8 GPA in first year courses including Calculus (A), Linear Algebra (A), Intro. to CS (A)
- Second year: Computer Organization (A+), Abstract Mathematics (A+), Software Design (B)
- Participant in the Computer Science First-Year Learning Community (FLC)

WORK EXPERIENCE

Digital Leisure Inc. - *Game Developer*

May 2021 - August 2021

- Utilized C# and Unity to create three multiplayer minigames for an upcoming title
- Worked independently to implement software designs within a client/server framework
- Developed a Python plug-in for Maya to assist artist workflow

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. Implemented through direct memory read/write from the Windows API in C++.

Mortal Coil Solver. Automatic solver for www.hacker.org/coil. Used the Requests Python library to interface with webpages. 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).

SKILLS

Programming languages: Java, C++, C#, Python, JS, TS, Lua

Applied skills: data visualization (R), spreadsheets, Git, Plastic, HTML/CSS, Unity, React, Node

MISCELLANEOUS

- Founding Co-President of Trinity College Taiwanese Club
- Lagrange mathematics competition Canadian champion
- 15+ national awards in high school math and chemistry competitions
- Self-taught advanced guitarist