Jonathan Kang

US Citizen | 704-450-8559 | jkangg3@gmail.com | linkedin.com/in/jonathankang3/

EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computer Science   *Aug. 2021 – May 2025*
Relevant Coursework *Data Structures and Algorithms, Object-Oriented Programming, Media Device Architecture, Linear Algebra, Multivariable Calculus, Discrete Mathematics*

EXPERIENCE

Software Engineer Intern   May 2023 – August 2023
Multimedia   *Atlanta, GA*
- Developed a responsive frontend using React, Tailwind, and NextJS, integrating a markdown editor npm package for content management capabilities
- Implemented backend with MongoDB connections using a library for different databases to run on AWS Lambda
- Created a user-friendly blogging system that empowers registered users to create and engage with content effortlessly
- Designed all custom front-end graphic elements using Photoshop and Premier Pro

Frontend Developer Intern   April 2022 – August 2022
Sevens Foundation   *Las Vegas, NV*
- Redesigned a portfolio web application with React, achieving a significant increase in target audience engagement
- Integrated a weather REST API, enhancing user experience and fostering a more intuitive interface design
- Devised comprehensive system sequence diagrams, detailing both functional and UI aspects, to ensure coherent and optimized front-end development for diverse use cases and scenarios

UI Intern   July 2020 – August 2021
Mooresville Christian Mission   *Charlotte, NC*
- Created engaging videos for a non-profit soup kitchen, resulting in a 35% increase in audience engagement on their social media platforms
- Designed and produced multimedia content, including flyers, cinematics, and animations to effectively communicate the mission and activities of the soup kitchen to a wider audience
- Utilized Adobe Creative Suite to create high-quality visuals and videos that captured the non-profit's mission and inspired community involvement

PROJECTS

FoodHunt | *C, Docker*   January 2023 – May 2023
- Developed custom GameBoy Advance Game with fully functional buttons and controls
- Created 8-bit graphics, sound, and user interfaces using machine-level programming to support user interaction
- Creating simple animations used in bit-mapped games and used page flipping/double buffering for smooth animation

Frogger | *Java, Git, Android Studio*   January 2023 – May 2023
- Collaborated with team to recreate the game Frogger using Android Studio to make our own user interface and self-made features
- Led a series of five sprints, during which the team actively developed the application, performed unit testing to validate its functionality and performance, and utilized GitHub for version control
- Applied agile software development methodologies and employed a range of UML modeling techniques, including class diagrams, use case diagrams, and sequence diagrams, to effectively structure the software project

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, MongoDB, TailwindCSS, HTML/CSS, Swift
Frameworks/Libraries: React, Node.js, WordPress, AWS, REST
Developer Tools: Git, Docker, Visual Studio, PyCharm, IntelliJ, Eclipse