

Jonathan Kang

US Citizen | 704-450-8559 | jkgang3@gmail.com | [linkedin.com/in/jonathankang3/](https://www.linkedin.com/in/jonathankang3/) jonathankang.me

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science

May 2025

Relevant Coursework *Data Structures and Algorithms, UI Software, Object-Oriented Programming, Media Device Architecture, Linear Algebra, Multivariable Calculus, Discrete Mathematics, VideoGame Design*

EXPERIENCE

Software Engineer

July 2025 – Present

Meta

New York, NY

- Incoming frontend engineer on the Threads Core Product team, building performant, user-facing features for Meta's flagship text-based social platform

Frontend Software Engineer Intern

May 2024 – August 2024

Keysight Technologies

San Francisco, CA

- Implemented complex functionalities in **Angular** and **TypeScript**, including data table integration and API-driven data export features
- Delivered intuitive UI components that allowed users to view, filter, and export spectrum recordings, improving usability and data accessibility across the platform
- Configured and secured remote connections to synchronize **PostgreSQL** databases across multiple machines, ensuring seamless data integration and integrity

Frontend 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 to enhance content management capabilities, leading to an increase in publishing efficiency for users
- Implemented backend with **MongoDB** connections using a library for different databases to run on AWS Lambda, ensuring scalable and cost-effective serverless operations
- Created a user-friendly blogging system that empowers registered users to create and engage with content and music effortlessly

PROJECTS

RateMySong | *C, Docker*

January 2023 – May 2023

- Engineered a live audio and video streaming feature using **React Native** and **Agora.io**, enabling real-time music playback, host camera broadcast, and synchronized viewer interactions
- Built full-stack functionality using **Node.js**, **Express**, **MongoDB**, and **Socket.io**, including livestream polling, dynamic viewer counts, and a notification system for music reviews and profile activity
- Shipped a cleaner, scalable user interface with real-time song display, premium song queues, and user profile enhancements, significantly improving usability and engagement for over 15 unique music interaction features

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: JavaScript, TypeScript, HTML/CSS, Python, Java, C/C++, SQL, GraphQL, Ruby, Swift

Frameworks/Libraries: React.js, Next.js, Node.js, TailwindCSS, RestAPI, WordPress, Plotly.js, Leaflet, Spring Boot

Databases: PostgreSQL, MongoDB, MySQL

Developer Tools: Git, VS Code, Figma, Docker