# Jonathan Kang

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## EDUCATION

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

## 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

## 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

**FoodHunt** | *C, Docker* — January 2023 – May 2023
- Built a fully interactive GBA game with custom button mappings, responsive animations, and optimized performance using page flipping and DMA
- Created 8-bit graphics, sound, and user interfaces using machine-level programming to support user interaction
- Implemented simple animations in bit-mapped games using page flipping and double buffering to ensure smooth rendering

**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