

# Jonathan Kang

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## EDUCATION

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### 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*

## EXPERIENCE

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### 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

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### 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

## TECHNICAL SKILLS

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**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