

Jonathan Hirsch

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EDUCATION

Oregon State University

Bachelor of Science in Computer Science, GPA 3.9

Corvallis, OR

Expected December 2024

University of California, Santa Cruz

Bachelor of Arts in Business Management Economics

Santa Cruz, CA

September 2018 - August 2020

EXPERIENCE

Jr. Staff Accountant

Hyder Property and Co.

July 2022 - September 2022

San Marcos, CA

- Leveraged strong analytical skills to reconcile bank accounts and review cash flow for different properties, ensuring accurate financial records.
- Demonstrated attention to detail by reviewing general ledgers and making necessary adjustments, ensuring the correctness of financial data.

Viticulture Intern

Advanced Viticulture

April 2021 - October 2021

Windsor, CA

- Collected and managed extensive vineyard data encompassing a significant dataset.
- Utilized data analysis techniques to extract insights and visualized findings in spreadsheets, facilitating informed care recommendations for grapevines.

Tech Ethics Review Board Intern

University of California, Santa Cruz

June 2020 - August 2020

Santa Cruz, CA

- Conducted in-depth research and analysis on the social and ethical implications of emerging technologies, contributing to the development of ethical frameworks.
- Collaborated closely with a diverse team to discuss and refine ethical considerations in technology development.
- Presented research findings at team meetings and academic events, fostering a deeper understanding of the importance of ethics in technology.

PROJECTS

Video Game Log | *JavaScript, React, HTML/CSS, MongoDB, Express.js, Node.js*

- Designed and developed a user-friendly interface using React, enabling users to effortlessly log their favorite games and rate them.
- Implemented a robust RESTful API using Node.js and Express, facilitating seamless CRUD operations for game logging and management in conjunction with MongoDB.
- Leveraged Mongoose, an elegant object modeling tool for Node.js, to streamline data modeling, validation, and interaction with the MongoDB database.

Checkers Game | *Python*

- Leveraged advanced object-oriented programming (OOP) concepts and designed modular and extensible code architecture for resusability and maintainability.
- Implemented a visual component in the command line interface (CLI), offering players an interactive experience to visualize the game board and make strategic moves confidently.
- Employed comprehensive unit testing techniques to ensure a bug-free experience.
- Demonstrated proficiency in version control and collaborative development through the effective utilization of Git and GitHub.

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML/CSS, MySQL, x86 Assembly, C.

Frameworks: Django, Flask, React, MongoDB, Node.js, Express.js, PyTorch.

Developer Tools: Git, VS Code, Visual Studio, PyCharm

Libraries: pandas, NumPy, Matplotlib, scikit-learn