

Jonathan Memoli

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Education

Stevens Institute of Technology | Hoboken, NJ

Bachelor of Engineering in Software Engineering

Expected May 2025

Current GPA: 3.9/4.0 | **Awards:** Dean's List, Edwin A. Stevens Scholarship

Extracurriculars: Stevens Blueprint, Chess Club, Software Engineering Club

Coursework: Object Oriented Software Engineering, Modeling and Simulation, Software Requirements Analysis, Web Programming, Data Mining and Machine Learning, Software Testing and Quality Assurance, Agile Methods

Skills

Programming Languages: Java, JavaScript, Typescript, Python, HTML, CSS, SQL, C++

Software/Frameworks: GitHub, JIRA, React.js, Next.js, Express.js, Django, Docker, MongoDB, PostgreSQL

Other: SolidWorks, Microsoft Word, Microsoft Excel, PowerPoint, 3D printing

Work Experience

Stevens Institute of Technology | Remote

May 2023 – Aug. 2023

Undergraduate Research Assistant

- Collaborated within a dynamic team to enhance functionality of an established IntelliJ plugin designed for refining duplicated code segments.
- Revamped the machine learning infrastructure, allowing for seamless toggling of targeted metrics with adaptable sensitivity settings.
- Led the implementation of a pipeline for transmitting user statistics to a MongoDB database, enabling research opportunities for informed plugin refinements.

Stevens Institute of Technology | Hoboken, NJ

Sep. 2022 – Present

Undergraduate Tutor

- Provide in-person instruction to students in various STEM related courses to assist with homework as well as exam preparation.
- Manage appointment times and prepare individual lesson material in advance as needed.

Project Experience

EEG Interpreter | Backend Developer

Feb. 2024 – Present

- Utilized EEG data to create a PyTorch neural network as a means of classifying different EEG signals for basic communication.
- Developed a Django server to enable user authentication and facilitate requests for displaying user EEG signals.

Stevens Blueprint | Full-Stack Developer

Oct. 2023 – Present

- Collaborated in a team to help a nonprofit organization display antenna network data to better track signal interference using Next.js, Typescript, and PostgreSQL
- Exercised Agile methodology through sprint planning and weekly meetings, allowing for continuous feedback from the stakeholders.

Ping Pong Ranked Website | Full-Stack Developer

Oct. 2022 – Dec. 2022

- Created a UI allowing players to submit game scores to obtain a ranking, as well as view other player's ranks and profiles.
- Collaborated on a database to store game results, individual player statistics, and login tokens.
- Utilized Google Charts to create a statistics page, to display individual and overall player data.

Self-Driving Robot | Lead Developer

Jan. 2022 – May 2022

- Developed, tested, and implemented code for a self-driving Arduino robot.
- Designed a robot body to hold an Arduino board and ultrasonic sensors, enabling obstacle detection while locating targets on the course.