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 | Awards: Dean's List, Edwin A. Stevens Scholarship
Extracurriculars: Stevens Blueprint (provides tech solutions to nonprofits), Chess Club, Software Engineering Club

Skills

Programming Languages: Python, Java, HTML/CSS, JavaScript, SQL
Software: GitHub, MongoDB, SolidWorks, Autodesk Inventor, Word, Excel, PowerPoint
Other: 3D printing, soldering

Work Experience

Stevens Institute of Technology | *Remote* *May 2023 to Aug. 2023*
Undergraduate Research Assistant

- Worked within a dynamic team to enhance functionality of an established IntelliJ plugin designed for refining duplicated code segments
- Revamped the machine learning infrastructure, enabling seamless toggling of targeted metrics with adaptable sensitivity settings
- Elevated user experience through UI enhancements, simplifying configuration adjustments allowing users more control over the plugin
- Established a streamlined pipeline for transmitting user statistics to a MongoDB database, enabling research opportunities for informed plugin refinements

Stevens Institute of Technology | *Hoboken, NJ* *Sep. 2022 to Present*
Undergraduate Tutor

- Provided in-person instruction to students in various academic subject areas including differential equations, programming, thermodynamics, and physics to assist with homework as well as exam preparation
- Managed appointment times and prepared individual lesson material in advance as needed

McDonalds | *Branchburg, NJ* *April 2021 to Aug. 2022*
Crew Member

- Collaborated with team members during each shift to process orders in a timely fashion, ensure restaurant cleanliness and restock inventory
- Managed drive-thru process to ensure accurate food orders
- Assisted managers in training new employees

Projects

Ping Pong Ranked Website *Oct. 2022 to Dec. 2022*

- Collaborated on a database to store game results, individual player statistics, and login tokens for single sign on
- Created a UI allowing players to submit scores to obtain a ranking, as well as view other player's ranks and profiles
- Utilized JavaScript to create a statistics page, which displays individual and overall player data through a Java backend

TensorFlow Image Recognition *July 2023 to Present*

- Utilized TensorFlow framework to create a robust and accurate image recognition model
- Employed TensorFlow for image preprocessing, including resizing, data augmentation, and normalization to improve data quality for neural network training
- Tuned hyperparameters to improve model performance up to 90% accuracy

Portfolio Website | https://j0n0.netlify.app/ *Aug. 2023 to Present*

- Created a portfolio website using HTML, CSS, and JavaScript with the React.js library displaying various projects that showcase my skills and summer research, each with a GitHub link