JONATHAN FREY

CONTACT

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JonathanFrey (7)

EDUCATION

University of Southern California

Los Angeles, CA B.S. Computer Science Expected May 2018 GPA: 3.86/4.0

SKILLS

Languages (Proficient)

C++, Java, C, HTML5, CSS3, JavaScript, Python, SQL

Languages (Familiar)

Ruby, Bash, R, C#, PHP, Sass

Libraries/Frameworks/Technologies

Node.js, Hadoop, Hbase, Mahout, Bootstrap, React, AngularJS, Rails, Android Studio

HONORS

Trustee Scholarship

University of Southern California Viterbi Undergraduate Fellow University of Southern California W.V.T. Rusch Honors Program

Viterbi School of Engineering

RELEVANT COURSES

Computer Networks, Artificial Intelligence, Computer Organization and Architecture, Algorithms and Theory of Computing, Software Engineering, Computer Graphics, Operating Systems

EXPERIENCE

Course Producer

USC Viterbi School of Engineering - Los Angeles, CA August 2015 - Present

- Act as a T.A. for Introduction to Computer Science and Data Structures and Object Oriented Design
- Hold office hours, supervise lab sessions, and grade assignments and exams for hundreds of students each semester
- Write grading scripts and Google Test unit tests for assignments

Software Engineering Intern

Bloomberg L.P. - New York City, NY May 2016 - August 2016

- Created a content-based recommender for bloomberg.com
- Employed techniques of collaborative filtering and machine learning to determine recommendations
- Utilized Apache Hadoop and Hbase to process very large datasets of millions of users and articles
- Created a Java servlet that served recommendations in under 50 ms

Research Assistant

USC Interaction Lab - Los Angeles, CA August 2014 - May 2015

- Assisted with a project about social spacing in human-robot interaction
- Conducted experiments with human participants and analyzed data about their interactions with robots using R
- Funded through USC Merit Research

PROJECTS

Tickr

February 2016 - May 2016

- Created an online portfolio tracker using a LAMP stack
- Utilized the Highcharts API for data visualization

Visual Sound

August 2015 - May 2016

- Helped to create a game in which a player interacts using sound
- Made in Unity and written in C#