

Jonathan Wen

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RELEVANT EXPERIENCE

Frontend Developer

May – Aug 2025

Muslim Social Services Waterloo Region

- Developed and refined UI/UX for new blog features using the Wix Developer Toolkit, improving content discoverability and user engagement
- Performed comprehensive website UX, accessibility, and SEO audits, implementing improvements to layout, navigation, and search visibility
- Implemented responsive blog pages with vanilla HTML, CSS, and JavaScript, ensuring consistent experience across desktop and mobile

PROJECTS

AI-Powered Movie Recommendation Platform

React, TypeScript, JavaScript, Tailwind CSS, Node.js, Express, TMDB API, LLaMA (Ollama), REST APIs - GitHub

- Built a full-stack movie discovery and recommendation platform using React and Node.js, enabling users to like movies and receive personalized AI-generated recommendations.
- Built an interactive React + TypeScript + Tailwind frontend for movie discovery, enabling users to browse, like, and view recommendations through a responsive card-based UI.
- Developed a Node.js/Express backend integrating an open-source LLaMA model to infer user preferences and generate personalized movie recommendations.
- Implemented a robust AI → data resolution pipeline, mapping LLM-generated movie titles to real TMDB entities via search, validation, and fallback logic.

Mobile Cryptocurrency Price Tracker

React Native, JavaScript, CoinGecko REST API, React Native Charts, GitHub - GitHub

- Developed a cross-platform mobile application using React Native to track live and historical cryptocurrency data via the CoinGecko API.
- Built interactive mobile price history visualizations to display market trends and performance over time.
- Implemented dynamic sorting, search functionality, and responsive mobile UI using React Native components and state management.

Biquadris — Multiplayer Tetris-Style Game Engine

C++, Object-Oriented Design, MVC, Design Patterns - Grade: 96% - GitHub

- Designed and implemented a multiplayer Tetris-style game engine using a clean MVC architecture, separating game logic, input handling, and rendering.
- Applied design patterns including Decorator, Factory, Template, and MVC to ensure extensibility across blocks, levels, special effects, and rendering modes
- Engineered the system for resilience to change, enabling new blocks, levels, commands, and effects to be added with minimal code changes.
- Collaborated in a team environment, emphasizing low coupling, high cohesion, and adherence to SOLID principles, resulting in a maintainable and extensible codebase.

EDUCATION & RELEVANT COURSEWORK

University of Waterloo

Anticipated Graduation: April 2029

Bachelor of Computer Science & Finance

Waterloo, ON

COMPUTER SCIENCE

Data Structures and Algorithms
Software Development Tools
Object-Oriented Programming

FINANCE

Global Capital Markets
Accounting for Private Companies
Financial Data Analysis

MATHEMATICS

Linear Algebra
Statistics & Probability
Logic & Mathematical Proofs

SKILLS

- **Languages:** C, C++, Python, Java, C#, JavaScript/TypeScript, HTML/CSS, SQL, R
- **Frameworks & Libraries:** React, React Native, Bootstrap, Angular, Node.js, Express, NumPy, Pandas, Matplotlib, ASP .NET
- **Tools & Technologies:** Git/GitHub, Linux (Bash, CLI utilities), RESTful APIs, UML, Figma, Claude Code, HTTP