Jonathan Ting

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EDUCATION

University of Virginia, School of Engineering and Applied Science   B.S. expected May 2018
Major: Computer Science, Dean's List

SKILLS AND QUALIFICATIONS

- ✓ Proficient with: Java, C/C++, Arduino-C, Terminal/bash
- ✓ Working Knowledge of: Python, Javascript, HTML, CSS, VBA
- ✓ Emacs, VirtualBox, Eclipse, Sublime Text 2, mySQL
- ✓ Windows, Linux

RELEVANT EXPERIENCE

Virtual Reality (VR) Research, Charlottesville, VA   Current
- Programming and developing environments for use with Oculus Rift hardware as funded by Google
- Developing materials for use in Psychological research in finding the human limits of VR headsets
- *Learning how to use new programs on the fly and getting work done in a timely manner*

Programming and Data Representation, Charlottesville, VA   January 2015 - May 2015
- Used C++ and variants (such as C#, C) throughout the course
- Wrote implementations for linkedlist, stack, queue, trees (AVL), and hashmaps
- Worked with Huffman encoding, graphs and topological sorting, and a variant on the assembly language
- *Developed an understanding of data structures, C-based languages, and some basic algorithms*

Excel VBA Macro Request, Kirkland, VA   June 2015
- Wrote an Excel macro using VBA to create a function to read in and sort data in an Excel Spreadsheet
- *Became more familiar with VBA and adapting to unfamiliar environments*

Distance-Activated Car Alarm, Charlottesville, VA   August 2014 - December 2014
- Developed a distance-activated car alarm using radio communication and Arduino microcontrollers
- Used Arduino-C and RF frequency transmitters and receivers
- *Improved managing skills and project leading abilities*

Academy of Science Research, Sterling, VA   September 2012 – May 2014
- Developed a method of transferring information through touch
- Concurrently controlled 4 motors while reading in data
- Self-motivated learning and investigation led to learning of Arduino-C and use of the Arduino
- *Resulted in an ability to be able to compound information from multiple sources and utilize it in work*

Instructor/IT Specialist at Mindframe Education, Ashburn, VA   May 2014 -August 2015
- Designed, taught. and led various courses in topics such as robotics and programming
- Specialized in teaching younger children how to program robots like the Lego MINDSTORMS EV3
- *Developed communication skills to improve flow of information between people*

EXTRACURRICULAR ACTIVITIES

Participant, **Local Hack Day**   October 2015
- Worked on a random sentence generator using UVa lingo and Markov Chains
- Utilized Javascript and Twitter's API for pulling data