

Jonathon Chu

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EDUCATION

The University of Texas at Austin, Austin, TX

December 2016

Major: *Computer Science* **GPA:** 3.65

Relevant Coursework: Data Structures, Software Engineering, Object-Oriented Programming

Honors: Honors Cord Recipient – Maintained an in-residence cumulative GPA over a 3.5

EXPERIENCE

Salesforce, San Francisco, California

May 2016 – August 2016

Software Engineering Intern – Salesforce1 Android

- Integrated runtime permissions in the Salesforce1 Android app to allow users to selectively grant permissions
- Fixed bugs and unit tests in the Salesforce1 Android app
- Built a Slack bot to interface with GUS to provide context and insight in team conversations for agile development
- Used a combination of Git and Gerrit for version control and code review
- Used Jenkins to run static analysis and pretests to verify code
- Worked with the team in an agile environment using scrum

Dell, Austin, Texas

May 2015 – August 2015

Software Engineering Intern

- Worked on a Bluetooth Low Energy proof of concept for Windows and Android that is currently being productized
- Developed a Bluetooth Low Energy data channel framework that was used in the proof of concept
- Framework built abstraction on top of how the byte packets were interpreted when sent and received wirelessly
- Built end points for the channel by building GATT Clients and Servers to enable bi-directional data transfer
- Developed using C# with the .NET Framework and Xamarin to build Android, Windows Forms Apps, and Windows Services
- Proof of concept was presented to executives to raise interest and help start productizing the project
- Went beyond assigned project after it was presented to create a Dell Mobile Control App with the remaining time at Dell

PROJECTS

Dell Mobile Control App

August 2015

- Developed an extra proof of concept at Dell in 3 days to monitor and control state of a Windows PC
- Allows user to see when computer is locked, signed in, signed out, and turned off using notifications
- App can lock, sign out, and turn off computer through the cloud from anywhere
- Developed for Android and Windows using Java, C#, and Firebase for real-time cloud communication
- Used .NET Framework C# Process class to execute command prompt commands when Firebase sent data to the PC

Movie Matcher Android App

December 2014 - Present

- Allows users to find Facebook friends who want to watch the same movies and setup groups to watch those movies
- Used the Android Facebook SDK for user login and retrieving Facebook friends for the matching component
- Fetched data from Rotten Tomatoes and OMDB REST APIs using Volley and parsed the JSON data using GSON
- Stored data on Firebase and built a Service on top of it for notifications when invites were sent
- Utilized Fragments for better UI navigation, reuse and sending data between UI components

SKILLS

Programming Languages: Java, Python, C#, C++, HTML, CSS, JSON, XML, Basic C

Tools: Android Studio, Sublime Text, Visual Studio, Eclipse, Git, Gerrit, Travis CI

Frameworks/Libraries: Flask, Tornado, Eventbus, OkHttp, Picasso

Operating Systems: Windows, Mac OS X, Ubuntu

Familiar: Android, Python, .NET