Jonathan Ting
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Education

University of California, Berkeley
B.S. Electrical Engineering and Computer Science — expected June 2016

Skills

Programming/Markup

- Code mostly in: C, C++, Python
- Some experience: HTML, CSS, JavaScript, Java, LaTeX, MATLAB, MIPS, Ruby
- Familiarity with: MATLAB, Objective-C, Scheme, x86

Software

- AutoCAD: created 2D engineering drawings in first-angle projection
- Adobe Photoshop, Illustrator, & InDesign: created a presentation of a house with complex entourage
- Logisim: Used to simulate digital logic circuits
- Multisim: Used for circuit design and analysis
- Rhinoceros: Created a 3D model of a case study house

Activities

Academic

- MESA: Entered various competitions in math and engineering projects — Spring 2012
- Journalism: Editor and website manager for school newspaper — Spring 2012
- PREP: Pre-engineering program, intensive preparation for calculus and physics — Fall 2012
- Lab assistant for CS 61A, UCB's introductory computer science course — Summer 2014

Personal

- Personal website - jting.me | Mirror if down: vigenere36.bitbucket.org
- 5+ years experience in martial arts, including Karate, Taekwondo, and Wushu
- Enjoy programming challenges from various websites, including Project Euler (number theory)
- Various personal projects from hackathons and free time (details in website)

Related Coursework

University of California, Berkeley

- The Structure and Interpretation of Computer Programs — Fall 2012
- Structure and Interpretation of Systems and Signals — Fall 2013
- Data Structures — Spring 2013
  - Implemented an AI for a game using alpha-beta pruning
- Machine Structures — Spring 2014
  - Implemented MapReduce on Amazon EC2 servers
  - Parallelized using a variety of optimization methods
  - Designed a 2-stage pipelined processor in Logisim
- Discrete Mathematics and Probability Theory — Spring 2014
- Introduction to Microelectronic Circuits — Spring 2014
  - Built an EEG which measures electrical signals from the brain
- Computer Security — Fall 2014
  - Implemented rainbow tables to crack AES hashes
  - Implemented a simplified version of the SSL handshake
- Computer Graphics — Fall 2014
  - Created a ray tracer using C++, optimized using multi-threading and SSE intrinsics
- Efficient Algorithms and Intractable Problems — Fall 2014
- Programming Languages and Compilers — Spring 2015
- Artificial Intelligence — Spring 2015
- Software Engineering — Spring 2015
- GamesCrafters (research & development) — Spring 2015