

Jonathan Bek

Software Engineer

An aspiring developer eager and passionate about providing value to users and building apps that are easy and fun to interact with.

EDUCATION

Software Engineering Immersive — *General Assembly*

JUN 2019 - SEP 2019

Learnt a mix of front and back-end programming skills and frameworks and applied them to the projects listed below.

PROJECTS

AnimeSync — *a MAL/HS chrome extension*

A Chrome extension that automatically syncs your anime downloads from HorribleSubs with your watchlist on MyAnimeList.

Toss! — *a fair way to decide*

A flexible app designed with managing lunch appointments in mind that evens out the probabilities and gives everyone a chance to decide.

Fake Granblue Fantasy — *a React rhythm game*

A rhythm game featuring characters and animations from the JRPG mobile game Granblue Fantasy.

Whack-a-Kanji — *Japanese character learning aid*

A javascript whack-a-mole game using random Japanese characters sorted by grade as 'moles'.

Vaults — *a financial planner*

Used React, Express and Postgres to create a financial management tool that tracks users' expenses and liquidity.

National University of Singapore — *Bachelor of Arts*

AUG 2014 - JUN 2018

Majored in Japanese studies, which gave me the skills needed to understand and work with people from other cultures. Branched into tech with electives in digital humanities.

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LANGUAGES

Fluent in English

Strong Japanese skills (JLPT N1)

Basic fluency in Mandarin

SKILLS

Javascript

HTML

CSS

Ruby on Rails

React

Node.js

Express

Postgres

Chrome Extensions

AWARDS

Won the C-Division national school tennis tournament and placed top 4 in the B and A divisions.

Captained the faculty tennis team in the NUS inter-faculty tennis tournament

Placed second in the NUS inter-hall tennis tournament

