

Jonathan Tsang

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Professional Experience

Okta - Software Engineer Intern

May - August 2018

- Developed a **back-end system** that enables visibility into monitoring features and feature history for all of Okta's cell architecture
- Built two **single-paged web applications to visualize feature metrics** for all Okta features used by project managers and technical support for verification of production status
- Created **REST endpoints for updating critical features** and updating details
- Won the most creative hack at the Okta internal hackathon
- Used **Java, Spring, and Hibernate (SQL) in the backend, and Backbone.js** for front-end

SurfEasy a Symantec Company - QA Analyst

January - April 2017

- Developed automation tests for SurfEasy VPN iOS in **Java**, using Appium iOS Driver
- Performed regression tests for Symantec VPN, SurfEasy VPN, and Opera VPN on iOS, Android, and Desktop
- Worked in an agile environment alongside developers to log and fix bugs found in the software

West Corporation - Web Analyst

January - April 2016

- Used **HTML, CSS, and Javascript** to develop clients' website content
- Sped up migration of clients' sites content by 40% by using Cygwin, Regex, Unix Scripts, and Web Scrapers

Projects

Investera - MHacksX Winning Project

- **Won at MHacksX among over 1200 attendees** for the **best use of Wolfram API and MixMax API**
- Allowed data visualization in emails such as plotting graphs, cryptocurrency price embedding, using Coinbase API and Blackrock API
- Developed using **Javascript, NodeJS** for the backend and deployed to Heroku

OpenGL Explorative Environments - OpenGL Project 2018

- Created the components of **L-System Trees, Texture and Bump Mapping, Particle Systems, and Skybox**
- Designed a scene depicts a forest area with a cave area and puzzle elements.
- Used the **OpenGL API editing vertex array and vertex object buffers, and wrote the fragment and vertex shaders**
- Developed graphics project in **C++, OpenGL**

Microtransaction Simulator - Personal Project 2017

- Published to the **Steam Store** in September 2017 with over **45,000 players and over 90% positive** ratings
- Developed a probability based game built on the saturated microtransaction market
- Built using **C#, Unity, and Steam Developer APIs** and deployed to SteamWorks CDN

Education

University of Waterloo - Bachelor of Computer Science 4th Year Student

- Expected Graduation 2020
- Minor in Combinatorics and Optimization
- Courses: **Concurrency, Distributed Systems, Networks, Algorithms, Operating Systems**, Object-Oriented Software Development, Graphics,

Skills

Languages: Python, C++, JavaScript, Java **Technologies:** Git, SQL, Node.js, Heroku, Unity, Android