

Jonathan Dang

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EDUCATION:

University of Minnesota – Minneapolis, Minnesota

Sep 2021 – May 2025

Bachelor of Science in Computer Science, Minor in Statistics

GPA: 3.85/4.0

Dean's List

Relevant Coursework: Data Structures and Algorithm, Discrete Mathematics, Machine Architecture and Organization, Probability and Statistics, Computational Linear Algebra, Program Design and Development.

Expected Coursework: Regression and Correlated Data, Advanced Programming Techniques, Data Analysis, Statistical Computing, Operating Systems.

WORK EXPERIENCE:

Be Mine Nails & Spa: Receptionist

July 2021 – June 2022

- Warmly greet clients upon arrival and cultivating lasting customer relations.
- Welcome walk-ins, answer questions about services and schedule appointments based on availability.
- Book and confirm appointments via phone.
- Process transactions (cash and credit cards).
- Maintain a tidy reception area.

Cub Foods: Cashier

June 2020 – May 2021

- Providing fast and friendly customer service in a high demand environment and cultivating lasting customer relations.
- Registered sales on a cash register by scanning items, itemizing, and totaling customers' purchases.
- Assist customers and ensure proper service levels and courtesy from all associates.
- Ensure correct product handling and scanning techniques, and proper handling of all forms of tender and coupon.
- Demonstrated leadership by training incoming employees.

PROFESSIONAL CERTIFICATES:

Coursera – Foundations: Data, Data, Everywhere

Coursera – C Programming Fundamentals

Coursera – Python for Data Science, AI, and Development

TECHNICAL/NON-TECHNICAL SKILLS:

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|-------------------------|------------------------|----------------------------------|
| • R (Intermediate) | • OCAML (Intermediate) | • Assembly (Novice) |
| • Python (Intermediate) | • Java (Intermediate) | • Written and Oral Communication |
| • C (Intermediate) | • C++ (Intermediate) | • Team-oriented |

PROJECTS:

Street Fighter Clone

January 2023

- Designed and developed a 2D fighting game using Python and Pygame, inspired by the popular Street Fighter game.
- Created classes for players, including a player and an enemy, with custom movement patterns, animation, and attack logic.
- Designed and implemented health bars, background images, and sounds, resulting in an immersive and interactive gaming experience.

National Sports Center Research

September 2021

- Designed and administered surveys to gather information on physical activity accessibility and challenges face by those with disabilities.
- Demonstrated strong leadership abilities through effective team management and regular meetings with team.
- Conducted thorough research on the inclusion of individuals with disabilities in sports.