Jonathan Merrin

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Education:

Abraham Joshua Heschel High School (grad. 2013)
Carnegie Mellon School of Computer Science (Class of 2018)
Minor in Game Design

Skills:

Programming experience in SML, Java, C, Python, JavaScript, and Swift
Recursion Aficionado
Game Design and AI Programming
First Responder/Ambulance Training
Teaching/Tutoring
Fluent in Hebrew
Black Belt in Kenshikai Karate

Work Experience:

Backend developer on Shelf (May-July 2015)
- Project video: http://bit.ly/1L3rKw3

Volunteered at the Agahozo-Shalom Youth Village in Rwanda (March 2014-April 2014)
- Helped teach MS Paint, Microsoft Office, Alice, and Scratch, and helped with various projects.

Spent a year abroad in Israel, studying and volunteering
- Volunteered with Magen David Adom as First Responder (January 2013-March 2013)

Production Assistant on the independent film *Sleepwalkers* (Summer 2013)
- http://sleepwalkersfilm.com/

Upper Class Ambassador in Mudge House (Mentor for Freshman)

Intern at the offices of Young Judaea (May 2013-June 2013)

Projects:

Programmed an Artificial Intelligence simulation, recipient of the following awards:
- Naval Science Award
- Intel: Excellence in Computer Science Award
- Silver Medal in the category of Computer Science (NYCSEF)
- (Sample video found at http://bit.ly/1c8Jq6I)

Programmed an original recursive puzzle game
- 15-112 Term project, Git: (http://bit.ly/1ifPP7d)

Independent Study in developing assets to aid other CS classes (15-539 below)
- Creating assets for computer science Classes at CMU (Made a recursion tutor: http://bit.ly/1LBdrOn)

VP of Finances, Co-Founder, and Project Leader for Project Ignite
- A project based outreach initiative to get high school students involved in a field of their choosing.

On the board of Project Rwanda
- A student group dedicated to finding sustainable improvements to Rwandan living conditions.

Worked in the Planetary Robotics Lab at Carnegie Mellon (Freshman Spring)
- User Interface and Localization Software teams for the Lunar Lander/Google LunarX Prize project

Relevant Classes:

Fundamentals of Computer Science (15-112) (Term project video: http://bit.ly/1zmHaEA)
Great Theoretical Ideas of Computer Science (15-251)
Imperative Computing (15-122)
Principles of Functional Programming (15-150)
Introduction to Computer Systems (15-213)
Independent Study in Computer Pedagogy (15-539)
Concepts of Math