

JOHN CHIN-JEW

SOFTWARE ENGINEER

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EDUCATION

Graduating Spring 2020
Berkeley, CA

University of California, Berkeley

B.S. Electrical Engineering and Computer Sciences

- Coursework: Computer Programs, Data Structures, Algorithms, Operating Systems, Databases, Compilers, Discrete Math & Probability, Information Devices & Systems
- Serve Committee Member of Eta Kappa Nu EECS Honor Society (top 25% of EECS): Developed introductory EECS labs for prospective students visiting UC Berkeley.
- CSM volunteer mentor (csmentors.berkeley.edu): advised, supported, and taught computer science fundamentals to small sections of UC Berkeley students.

Transferred Fall 2018
East Bay, CA

Diablo Valley College and Los Medanos College

A.S. Computer Science w/ Honors; A.A. Liberal Arts: Math & Sci. w/ Honors

- Coursework: C++ Programs, Object-oriented Programs, Machine Structures
- Certificates: Adv. C++ Programing, Program Design, Computer Architecture

EXPERIENCE

June 2019 – Aug 2019
Emeryville, CA

Location Labs by Avast

iOS Software Engineering Intern on the “Verizon” Team

- Worked on an agile team to develop multiple flavors of the Avast Family Space iOS app for several network operators worldwide, in particular Verizon Wireless.
- Analyzed and reported the benefits and implications of a Swift UI codebase for iOS 13 by re-implementing the Avast Family Space iOS app in Swift UI.
- Enhanced the shared platform at Location Labs by introducing a Jenkins shared library for common continuous integration build steps.

Jan 2019 – May 2019
Berkeley, CA

Department of Electrical Engineering & Computer Science, UC Berkeley

Structure & Interpretation of Computer Programs Course Tutor

- Taught computer science to small sections of UC Berkeley students.
- Held office hours, gave 1-1 assistance, supported development of the course.

PROJECTS

CS 186 Database

Implemented the underlying data structures, iterators, join algorithms, cost estimation, query optimization, and concurrency lock manager for SQL database.

cs186berkeley.net

Spring Things

Mobile spring-based physics puzzle game. Built with Corona SDK.

wavalab.com/springthings

Emphasis

Productivity and mindfulness tool. Built with Elm.

emphasis.johnchinjew.com • github.com/johnchinjew/emphasis

@make_rap

Node.js + Heroku Twitter bot that generates raps based on users' tweets.

twitter.com/make_rap • github.com/johnchinjew/make_rap

TECHNICAL SKILLS

Languages

Fluent: Python, Java, Swift, C/C++, Elm, HTML5, CSS, JavaScript

Familiar: SQL, Lua, Ruby, Groovy, Scheme

Technologies

Development: Swift UI, VIPER architecture, Elm web apps, Node.js

Software: Jenkins, Docker, Xcode, IntelliJ, Slack, Figma, Zeplin, Jira