# JOHN CHIN-JEW

SOFTWARE ENGINEER

2725 Haste St #402 Berkeley, CA 94704 +1 (925) 325-9700 johnchinjew@berkeley.edu linkedin.com/in/johnchinjew johnchinjew.com

#### **EDUCATION**

**Graduating May 2020** Berkeley, CA

### University of California, Berkeley

B.S. Electrical Engineering and Computer Sciences (EECS)

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

Transferred Fall 2018

#### Diablo Valley College & 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**

East Bay, CA

June 2019 – Aug 2019 Emeryville, CA

## Location Labs by Avast Software

iOS Software Engineering Intern

- Developed the *Avast Family Space* iOS app (<u>avast.com/en-us/family-space</u>) 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 part of the *Avast Family Space* iOS app in Swift UI.
- Improved Location Labs' iOS build process by introducing a Jenkins shared library for common continuous integration build steps.

Jan 2019 – May 2019

# Department of Electrical Engineering and Computer Sciences, UC Berkeley

Berkeley, CA

'Structure & Interpretation of Computer Programs' Course Tutor

- > Supported and taught computer science fundamentals to small sections of students.
- ➤ Held office hours, gave 1-1 assistance, supported development of the course.

**PROJECTS** 

Spring Things Mobile spring-based physics puzzle game built with Corona SDK.

wavalab.com/springthings

CS 186 Database Implemented the underlying data structures, iterators, join algorithms, cost estimation, query

optimization, and concurrency lock manager for an SQL relational database.

cs186berkeley.net

**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, Elm, HTML5, CSS, JavaScript

Familiar: C++, SQL, Lua, Groovy, Scheme

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

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