

# Jonathan Cheng

## Electrical & Computer Engineering

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### Jonathan Cheng

Canadian citizen. Studying in Pittsburgh, PA.

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### Education

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#### Carnegie Mellon University

MAY 2022, PITTSBURGH, PA

B.S. in Electrical and Computer Engineering Major, Minor in Computer Science

Recent cumulative GPA: 3.81 (College of Engineering Dean's List)

Relevant Courses: Computer Systems, Software Engineering for Startups, Functional Programming, Computer Security, Theoretical Computer Science, Digital Systems Design (Hardware)

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### Experience

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#### InnovAI / Software Engineering Intern / SUMMER 2020

- Built a web management platform for Crave managers. Features include redux state management, content lookup, filtering, interactive team/client lists, user authentication, etc.
- Developed using React, Redux, Node, Firebase. Tested with Jest and Enzyme.
- Responsibilities also include project architecture, web design, leading scrum-like daily meets across multiple development teams, etc.

#### Carnegie Mellon School of Computer Science / 15122 Teaching Assistant / FALL 2019

- Teaching Assistant for Principles of Imperative Computation (taught in C/C-like language)
- Coursework mastery in basic data structures, algorithm correctness, modularity, time complexity.
- In charge of leading lab sessions with 20+ students, holding office hours on weekends, etc

#### Dalton Learning Labs / Software Engineering Intern / SUMMER 2019

- Lead software development of an embedded device. Implemented 20% of MVP features.
  - Designed 1-week physical computing curriculum for students of grade 4-5
  - Researched and developed 3 EdTech products
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### Skills

Programming: C, Python, React/Redux, React Native, Golang, Node.js, Standard ML, Javascript, HTML/CSS

Languages: English (Verbal + Written), Mandarin (Verbal + Written), Cantonese

Computer: Git, Firebase, MongoDB, VS Code, Linux/Unix CLI, LaTeX, Homebrew, Markdown

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### Projects

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#### Canaveral ([www.canaveral.tk](http://www.canaveral.tk)) / June 2020

An open-source automated project manager built on a lightning-fast command-line interface. View, add, delete, and handle all your projects from wherever you want using only this one tool. Built using Go. Tested and distributed with Homebrew and Go.

#### Vacanti ([vacanti.herokuapp.com](http://vacanti.herokuapp.com)) / May 2020

Real-time coffee shop information delivered through a mobile-friendly web-app. Built using React, Node, Express, and Firebase. Tested using Cypress, Mocha, and Chai. Deployed on Heroku. For access to the Github repository, please contact me.

#### 3D Game Of Life (Github) / November 2018

Designed and programmed a 3D version of Conway's Game of Life. Features include a single-player mode, multiplayer, customization of evolution rules, life replay, seeding stage, etc. Built using Python (Tkinter, Panda3D).

