

Jonathan Cheng

Electrical & Computer Engineering

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Studying in Pittsburgh, PA.
Canadian Citizen.

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Education

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)

Experience

Carnegie Mellon School of Computer Science / 15122 Teaching Assistant

FALL 2019, PITTSBURGH

- 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
- Research and development for 3 EdTech products

Diamond Inc. / Development and Design Intern

SUMMER 2017, SAN MATEO

- Designed an expansion campaign to attract 50% more users
 - Re-designed the Diamond product landing site
 - Learned to work in small 7 person startup team
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Skills

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

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

Leadership: Captained 2 sports teams, 4 years collectively

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

Projects

Canaveral (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) / 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).

