Jonathan Cheng

Electrical & Computer Engineering

Jonathan Cheng
Based in Hong Kong.
Studying in Pittsburgh, PA.

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Education

Carnegie Mellon University
MAY 2022, PITTSBURGH, PA

Bachelor of Science in Electrical and Computer Engineering

Current cumulative GPA: 3.71

Focused on Software Systems, on track for Add. Major in Computer Science.

Relevant Courses: Introduction to Computer Systems, Principles of Imperative Computation, Introduction to Functional Programming, Mathematical Foundations of Electrical Engineering.

Experience

Carnegie Mellon School of Computer Science / 15122 Teaching Assistant
FALL 2019, PITTSBURGH
- Teaching Assistant for Principles of Imperative Computation
- In charge of leading lab sessions, holding office hours on weekends, answering questions online, etc

Dalton Learning Labs / Intern
SUMMER 2019, HONG KONG
- Lead software development of embedded device
- Designed 1-week physical computing curriculum for students of grade 4-5
- Research and development for EdTech products

Tencent / Intern
SUMMER 2018, SHENZHEN
- Collaborated with researchers under the deep learning and computer vision dept.
- Gathered relevant research on smartphone CV.
- Created report on different algorithms for colleague.

Diamond Inc. / Intern
SUMMER 2017, SAN MATEO
- Created gamification concepts of the Diamond product with Growth & Design team
- Designed an expansion campaign to attract more users
- Redesigned Diamond product landing site
- Learned to work in small 7 person startup team

Skills

Programming: Python, C0/C, HTML/CSS/JS, Java

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

Leadership (Captained 2 sports teams, 4 years collectively)

Computer: VS Code, Linux/Unix CLI, LaTeX

Other: Ultimate Frisbee, Guitar, Calisthenics

Projects

3D Game Of Life / at Carnegie Mellon University
NOVEMBER 2018, PITTSBURGH, PA, 15289, USA

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).