

Jonathan Cheng

Electrical & Computer Engineering

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Studying in Pittsburgh, PA.
Canadian Citizen.

Phone: (978) 429-6620

Email: jcheng3@andrew.cmu.edu or jonathanchengjr77@gmail.com

Website: <https://jcheng.me>

Github: <https://github.com/jchengjr77>

LinkedIn: <https://www.linkedin.com/in/jchengjr77/>

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, Markdown

Projects

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.

Moments (Github) / March 2020

A cross-platform mobile app made to record great moments in life. Built using React Native and Expo, backend and database implemented by Firebase. This was my side project to learn a hybrid mobile development framework.

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).