

Jonathan Cheng

Electrical & Computer Engineering

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Canadian citizen. Studying in Pittsburgh, PA.

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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

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

Projects

Canaveral (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) / 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).