Jonathan Cheng

Electrical & Computer Engineering

Jonathan Cheng
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: Introduction to Computer Systems, Software Engineering for Startups, Introduction to Functional Programming, Introduction to Computer Security, Great Ideas in Theoretical Computer Science

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 with 20+ students, holding office hours on weekends, etc

Dalton Learning Labs / Software Engineering Intern
SUMMER 2019
- Lead software development of an embedded device. Improved functionality by 20%
- 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

Skills

Programming: C, Python, React, Standard ML, Node.js, Javascript

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

Leadership (Captained 2 sports teams, 4 years collectively)

Computer: Git, VS Code, Linux/Unix CLI, LaTeX

Other: Ultimate Frisbee, Guitar, Calisthenics

Projects

Personal Website: jjcheng.me
AUGUST 2019

Developed the website 100% from scratch to learn React.js and Bootstrap. Engaged in a 2-week design sprint using Figma and InVision. Features include a list of 4 sections, dynamic menu, live email contact, etc.

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).