Jonathan Lau

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Career Objective

Motivated Computer Science student at California Polytechnic University, San Luis Obispo, graduating in June 2026. Actively seeking a summer internship to gain hands-on experience, apply my skills, and contribute to impactful projects. Eager to collaborate with professionals, learn from industry experts, and grow both personally and technically in this competitive field.

Education

California Polytechnic State University, San Luis Obispo *September 2022 - Present*
Bachelor of Science in Computer Science

- **Coursework:** Systems Programming, Database Systems, Discrete Structures, Algorithms

Experience

Integem Intern *San Marino, CA*
Integem Inc. *June 2024 – Aug 2024*

- Supported the debugging and troubleshooting of software issues, improving application performance and stability.
- Assisted in the development and testing of augmented reality (AR) applications, contributing to the creation of interactive 3D experiences.

College Corp Fellow *San Luis Obispo, CA*
AmeriCorp *September 2023 – Present*

- Mentored students on effective study habits, time management, and organizational skills to support their academic success.
- Collaborated with teachers and school staff to track student progress and adapt tutoring strategies accordingly.

Projects

Virtual World

- Developed a Java-based application with interactive gameplay, featuring graphical interfaces with characters and environmental elements, supported by Object-Oriented Programming and A-star pathfinding.
- Languages Used: Java, Object-Oriented Programming

Black Jack

- Developed an interactive Blackjack game using Python. The program includes card dealing, player choices like hit or stand, and dealer actions based on blackjack rules.
- Languages Used: Python, PyGame Library

Tetris

- Developed a Tetris game using Python and the Pygame library. The game includes all core Tetris mechanics, such as moving and rotating blocks, clearing lines, and scoring. The grid is represented as a 2D array, with each block's position and rotation tracked within the game logic.
- Languages Used: Python, PyGame Library

Skills

Programming Languages: Python, Java, C, HTML/CSS, SQL

Applications: Microsoft Office, GitHub, Data Stuctures, Algorithms, PyCharm, IntelliJ