

# Jonathan Lau

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## Career Objective

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Motivated computer science student, committed to achieving excellence, on track to graduate in June 2026 from California Polytechnic University of San Luis Obispo. Eagerly pursuing internships to gain professional knowledge and experience in the competitive field of computer science.

## Education

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**California Polytechnic State University, San Luis Obispo**  
*BS in Computer Science*

*September 2022 - Present*

- GPA: 3.4
- **Coursework:** Systems Programming, Data Structures, Design and Analysis of Algorithms

## Experience

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**Integem Intern**  
*Integem Inc.*

*San Marino, CA*  
*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**  
*AmeriCorp*

*San Luis Obispo, CA*  
*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

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### 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

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**Languages:** Python, Java, C, HTML/CSS

**Applications:** Microsoft Office, GitHub, Data Structures, Algorithms, PyCharm, IntelliJ