

# JONATHAN M. LINDSTROM

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## Education & Honors

### Carnegie Mellon University - Dietrich College

Pittsburg, PA

Bachelor of Science in Information Systems and Human-Computer Interaction, Minor in Intelligent Environments

May 2025

- GPA: 3.61
- Course Highlights: Designing Human Centered Software, Database Design, Design of AI Products, Application Design and Development, Intelligent Learning Spaces, Interaction Design Overview, Programming Usable Interfaces

NCAA Student Athlete: Carnegie Mellon Swim and Dive Team

Aug 2021 - Present

- Athletic Honors: CSCAA 2021-2022 and 2022-2023 All American Honors, UAA All Academic Honors 2022-2023

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## Skills and Interests

**Programming:** Java, Python, SQL, HTML, CSS, C++, Javascript, GCode, Rust, Basic, MongoDB

**Software:** Fusion360, Octopi, Autodesk Inventor, VS Code, Excel, Ruby on Rails, Figma, Github, Flask, Bootstrap, Materialize

**Computing Environments:** Arduino, Raspberry Pi, Windows, MacOS, Linux

**Interests:** Chess, Springboard Diving, Scuba Diving, Yoga, Billiards, Legos, Marvel Cinematic Universe, Poker, National Parks

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## Professional Experience

### UChicago's Actuated Experiences Lab

Chicago IL

UI/UX Research Assistant

June 2023 - Present

- Led an HCI project that focused on a novel innovation in fabrication. Our paper has been submitted to be considered for publication by TEI where I am one of three equally contributing first authors. Unfortunately that means I can't go into detail here as the submission needs to remain anonymous.
- Developed the front and back end of an app using html to create an interactive, dynamic graphical user interface and python to design an expandable, well organized software architecture.
- Effectively communicated complex research findings through compelling and articulate presentations.

### 67-250: Information Systems Milieux

Pittsburgh PA

Teaching Assistant

Jan 2023 - May 2023

- Taught 120 students HTML, CSS, Javascript, and SQL in web development and database development labs.
- Graded 90+ Assignments and used my experience in web development to counsel 50 students in improving their web development projects from both a design and functionality perspective.
- Selected for head teaching assistant for Spring 2024. Will be responsible for managing all other teaching assistants, handling regrade requests, leading web development office hours and labs, and overseeing course administrative work.

### Carderock Springs Swim & Tennis Club

Bethesda MD

Head Dive Coach

June 2019- Aug 2022

- Planned and executed weekly lesson plans for 75 Divers and coordinated the weekly scheduling for 5 coaches.
- Conveyed important information regarding events and meet logistics with 150 parents through weekly emails.
- Oversaw and led all team events, including meets, pep rallies, team-building activities, and banquets.

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## Academic Projects

### App Design and Development: Cafe23

Jan-April 2023

- <https://lindstromhci.com/projects/cafe.html>
- Implemented my programming and design skills to develop an app using ruby on rails to manage employees for a cafe
- Studied models, views, controllers, and the creation of APIs for web apps and applied that knowledge to this project.

### Color Sensor

Oct - Nov 2022

- <https://courses.ideate.cmu.edu/60-223/f2022/work/color-sensor-by-team-lacerta-final-documentation/>
- Collaborated with an individual living with a disability to create a customized assistive device, addressing specific challenges related to their unique needs and enhancing their overall quality of life.
- Advanced skills in laser cutting, electrical engineering, calculus, CAD modeling, and Arduino.

### 15-112 Term Project: Spades

Nov-Dec 2021

- <https://lindstromhci.com/projects/spades.html>
- Utilized alpha beta pruning and minimax algorithms to create the card game spades in python
- Designed a dynamic app using Tkinter to create an intuitive and visually pleasing game experience.

See in depth documentation and additional projects at [www.lindstromhci.com](http://www.lindstromhci.com)

