JONATHAN M. LINDSTROM

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Education & Honors

Carnegie Mellon University - Dietrich College   **May 2025**
Bachelors in Information Systems & Human Computer Interactions(Intended)
minor in Intelligent Environments
GPA: *3.53*
Relevant Coursework: *Fundamentals of Programming, Designing Human Centered Software, Database Design, Intro to Data Structures, Application Design, Intelligent Learning Spaces, Interaction Design Overview*

NCAA Student Athlete: Carnegie Mellon Swim and Dive Team | CSCAA 2021-2022 All American Honors

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Skills

- **Programming:** *Java, Python, SQL, MongoDB, HTML, CSS, Javascript*
- **Software:** *Solidworks, Fusion360, Autodesk Inventor, VS Code, Excel, Ruby on Rails*
- **Computing Environments:** *Arduino, Raspberry Pi, Windows, MacOS*

Professional Experience

Teaching Assistant - Information Systems Milieux, Pittsburgh PA   **Jan 2023 - Present**
- *Help students learn and understand concepts in information systems.*
- *Grading, host office hours, and overall help the professors.*
- *Assists 30+ students with web development and database labs.*

Head Dive Coach - Carderock Springs Swim & Tennis Club, Bethesda MD   **June 2019- Aug 2022**
- *Planned and executed weekly lesson plans for 70+ Divers.*
- *Actively engaged with parents in supporting their children, including coordinating practices and events.*
- *Coordinated schedules for coaches and divers for private lessons.*
- *Helped plan and lead team events, including meets, Pep Rallies, and team-building activities.*

Ambassador - Sarah's Handmade Ice Cream, Bethesda MD   **Jan 2021 - Dec 2021**
- *Actively engaged with customers to help make recommendations on various products/services sold.*
- *Strong team player supporting other team members in activities including: inventory management, cleaning, training new team members and helping maintain an organized customer environment.*

Virtual Intern - VariQ, Rockville MD   **Aug 2020- Jan 2021**
- *Learned about APIs and created a program to help with data management and tracking the downtime of employees.*

Academic Projects

- **Study Buddy**   **Oct - Nov 2022**
    - *https://courses.ideate.cmu.edu/60-223/f2022/work/study-buddy/*
    - Created a device to help manage time and breaks while studying.
    - UI was planned out using wireframes and user testing to make improvements.
- **Website Development Project:**   **March - April 2022**
    - *https://github.com/jlindstrom12/PamelaDinerWebDevProject.git*
    - *Designed the front end for a website for Pamela's Diner.*
    - *created with CSS, HTML, and Javascript without frameworks.*
    - *Focused on intuitive UI to make it easy to navigate to any information needed.*
- **User Based Software Design Project(team of 3)**   **March 2022**
    - *https://youtu.be/283mw5K7lJ8*
    - *conducted user testing and made different iterations of a program to make it more intuitive.*
    - *Goal was for users to fit the square to 10 randomly generated squares as fast as possible.*
- **15-112 Term Project: Spades**   **Nov-Dec 2021**
    - *https://www.youtube.com/watch?v=qUtmFRs8zH0&t=1s*
    - Programmed the card game spades using python. The AI is made with alpha-beta pruning.
    - Design was meant to be clean and intuitive to use while being visually appealing.