Jonathan Moon

2 Craig Drive, Hillsborough, New Jersey | 609-613-6002 | moonjonathans@gmail.com | github.com/jonathan-moon

Education

• UNIVERSITY OF PENNSYLVANIA, Philadelphia, Pennsylvania

2023-2026

o Computer and Information Science Accelerated Master's Engineering program at Penn Engineering

Relevant Coursework: Introduction to Networks and Protocols

HAVERFORD COLLEGE, Ardmore, Pennsylvania

2021-2025

- Computer Science Major
- o GPA/Major GPA: 3.853/3.95
- o Starter on Haverford Men's Varsity Lacrosse Team

Relevant Coursework: Introduction to Computer Science, Introduction to Data Structures, Introduction to Computing, Calculus II, Discrete Mathematics, Principles of Computing Systems, Data Science, Machine Learning

Skills

- Proficient coding ability in: Java, Python, C/C++, TypeScript, JavaScript, HTML/CSS, LaTeX, UNIX, R
- Frameworks: React Native, FireBase, React Navigation, Pandas, NumPy
- Integrated development environments used: IntelliJ, CLion, PyCharm
- Supportive and constructive in a group environment
- Excellent problem solving skills

Projects

- Predicting House Pricing with Linear Regression and Adaboost (CS360, Python)
 - Implemented Linear Regression and Adaboost learning models in predicting housing prices in the Boston area based
 on various features factors regarding each property. Developed a report comparing the accuracy of each model as
 well as the weight of each feature in determining price of a given property.
- Evaluating a Deep Neural Network (CS360, Python)
 - Created a Deep and Wide multi-layer perceptron model using TensorFlow libraries. Evaluated training/test
 accuracies and losses on the Fashion MNIST dataset when using different activation functions and numbers of
 layers. Also built perceptron models using functional and sequential APIs.
- **Big-Int Data Type** (CS251, C++)
 - Created a numeric data type designed to store large values. Consists of an array that holds 3 digits per index as well as a size attribute which stores the length of the array. Created various methods (i.e. constructors, destructor, toString(), extend(), etc.) and operators (+, =, +=) which require the use of pointers, addresses, memory allocation and deletion, overflow, and other concepts regarding memory.
- WORDLE Recreation (CS106, Java)
 - Employed a Binary Search Tree and comparison algorithm to create the popular word-guessing game "WORDLE".
 Randomly generated 4, 5, or 6 letter words from various CSV files based on a user-selected difficulty.
- What to Eat (Independent, Python)
 - Created a program which takes a user-inputted list of available ingredients and returns a list of potential meals using a comparison algorithm. Utilizes a Food Class with meal time, meal name, and ingredients attributes.
- Personal Website: jonathan-moon.github.io (Independent, HTML/CSS)
 - Developed a personal website to display personal achievements as well as coding ability in various website development languages and frameworks.

Work Experience

• Co-Founder & CTO | AthLink

August 2023-Present

- Co-founded AthLink, a cutting-edge SaaS networking platform, guiding the company's technological direction and ensuring alignment with business objectives
- Spearheaded R&D initiatives, conceptualizing and driving the development of innovative app features to meet user needs and industry standards
- Lead a team of 3 app developers, fostering a culture of continuous learning, collaboration, and high performance
- Oversee end-to-end app development process ensuring timely delivery and maintaining high-quality standards

• Coach | 2 Knights Lacrosse

May-August 2021 to 2023

- Mentored and coached over 100 elementary and middle school players with an emphasis on building character
- Established weekly practice plans, schedules, offensive/defensive schemes for three teams
- Aided in improving the 2028 team national ranking from over #250 to #121 in 2023

• Co-Founder | Landscaping, Moving, & More

2019-Present

- o Co-Founded a small business that handled manual labor jobs for over 100 local families
- Managed accounting, scheduling, logistic and financial responsibilities

Additional Information

- High School Athletics: 4 Year Varsity Starter Men's Lacrosse (2x Captain), 6 years of competitive club lacrosse
- Member of HaverCode: A club that holds workshops to refine CS skills and propose changes to the department at Haverford