

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**
 - 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
 - GPA/Major GPA: 3.853/3.95
 - 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
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Skills

- Proficient coding ability in: Java, Python, C/C++, JavaScript, HTML/CSS, LaTeX, UNIX, R
 - Integrated development environments used: IntelliJ, CLion, PyCharm
 - Supportive and constructive in a group environment
 - Excellent problem solving skills
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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** (Independent, HTML/CSS)
 - Developed a personal website to display personal achievements as well as coding ability in various website development languages and frameworks.
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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 the end-to-end app development process, from ideation to deployment, 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**
 - Co-Founded a small business that handled manual labor jobs for over 100 local families
 - Managed accounting, scheduling, logistic and financial responsibilities
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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