

# JONATHAN CHEN

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## EDUCATION

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### University of Washington – Seattle

Expected Graduation: December 2021

*B.S. Computer Science, Minor in Statistics & Chinese*

- 3.89/4.00 Cumulative GPA (Annual Dean's List 2018-2020)
- **Languages:** Java, Python, C#, JavaScript

## WORK EXPERIENCE

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### Software Engineering Intern – Docugami

June 2020 – Present

*Kirkland, WA*

- Drastically expanded functionality of the internal customer management tool by developing C# Azure Functions for recurring tasks and connecting them to the frontend, reducing customer configuration and onboarding time by over 3000%
- Orchestrated third-party product integration efforts by establishing one-way data sync between Docugami and Dropbox, demonstrating future partnership potential
- Ported legacy code for various microservices to updated Python Azure Functions
- **Tools:** C#, Python, JavaScript, React, Blazor Webassembly, Azure

### Software Development Lead – Orion Aerospace

March 2020 – Present

*Seattle, WA*

- Implemented a comprehensive ground support equipment (GSE) control panel to display/process live rocket flight data and execute pre-flight tests, enabling remote launch control and debugging
- Documented model rocket building process as a team of four to an audience of 1.8k YouTube subscribers
- Current build scheduled for launch in November 2020, flaunting a robust thrust vector control system, onboard cameras, and mechanical parachute deployment
- **Tools:** Python, Plotly Dash

### Lead Teaching Assistant (CSE 351) – Paul G. Allen School of CSE

December 2019 – June 2020

*Seattle, WA*

- Assembled lesson plans and led weekly class sections of 25+ students for two quarters of The Hardware/Software Interface (CSE 351), achieving an average student feedback rating of 4.8/5.0
- Designed and improved grading rubrics for homework assignments, labs, and exams
- Hosted weekly office hours and actively answered questions on the digital class forum
- **Tools:** C, Linux, Docker

## PROJECTS

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### Restaurant Search Engine Mobile App – RAFT

January 2020 – Present

- Developed a search engine iOS application that generates a restaurant based on user-selected filters such as location, price, cuisine, and ratings
- Ported native Swift code to a React Native codebase for Android/iOS cross-compatibility
- Created a responsive web app equivalent for desktops, tablets, and smartphones
- **Tools:** Swift, SwiftUI, JavaScript, React Native, Python, Django, Yelp Fusion API

### Sorting Algorithm Visualizer

November 2019 – December 2019

- Created a React web app to visualize sorting algorithms (bubble, insertion, selection, merge, quick), implementing algorithms and animations from scratch
- Designed fully responsive UI/UX for desktop, tablet, and smartphone devices
- **Tools:** JavaScript, React