Jonathan Chu

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Skills

- **Languages**: C++, C, HTML & CSS (comfortable) // Python, Lua, Verilog, Octave (familiar)
- **Tools + Frameworks**: Linux, Vim, Bootstrap, Illustrator (comfortable) // Git, LaTeX (familiar)

Education

University of California, Los Angeles   **Expected June 2020**
B.S. Computer Science & Engineering
- 3.80 GPA
- Data Structures & Algorithms, Computer Organization, Software Const. Lab, Digital Logic Design, Operating Systems

Granite Bay High School   **August 2012 - May 2016**
- Academics: Valedictorian Speech, International Baccalaureate Diploma, Weighted/Non Weighted GPA: 4.63/4.00

Coursera   **December 2017 – February 2018**
Machine Learning - covered Linear & Logistic Regression, Neural Networks, Gradient Descent, and other tools

Experience

Software Engineer - BuildUCLA   **July 2017 – Present**
Project: Community Cataloging - Ruby on Rails app for UCLA library to catalog books given images of cover pages with Scribe API (primary frontend), Tesseract OCR, a Django Image Uploader, and a Mongo Database
- Used python scripting to crop images to specified dimensions & send data from ScribeAPI to OCR in order to automate the process of taking relevant data (title, author, etc.) from images
- Working on a Django component to make the above process modular, invoking & moving data via HTTP requests

Web Developer - Poasis   **April 2017 – June 2017**
Project: Website for parking sharing company that connects drivers with owners of parking spaces
- Implemented client-side logic using PHP & SQL in new webpage to connect Apartment owners to drivers

Graphic Design Chair & AV/Technology Chair - Circle K International   **March 2017 - Present**
- Built website from ground up using HTML/CSS & Bootstrap library & handled all technical aspects for large event
- Designed graphics to advertise events and establish club branding using Adobe Illustrator & Photoshop
- Worked closely with a diverse range of committees and delegated tasks to my own committee members

Graphics Contributor - Daily Bruin   **January 2017 – June 2017**
- Designed infographics for the award-winning campus newspaper using Adobe Illustrator

Projects

Spellbreakers (Dota 2 mod) – *Lua*
- Implemented new game mode where players face off in a spelling challenge + more features/modifications
- Used Dota 2 mod API written in Lua at **SB Hacks 2018**

Website for Fall Training Conference 2017 – *HTML, CSS* | ftc.cnhcirclek.org
- Built website for an event with 700 attendees from CA, NV, and HI following event theme and graphic standards
- Actively maintained and updated site with new information as necessary leading up to the event & after

Mesh – *HTML, CSS, JavaScript* | jonathanchu78.github.io/Mesh
- Developed an event schedule web app at **LA Hacks 2017** meant to replace paper pamphlets at large-scale events
- Provides a template for large event organizers to upload event info/details for attendee access

Game Website – *HTML, CSS, JavaScript* | jonathanchu78.github.io/Games
- Built a website with multiple JavaScript browser games at a small-scale hackathon

Community Service: 300+ hours cumulative
Hobbies/Interests: Machine Learning, Web Development, Graphic Design, UI/UX, Speedcubing, Classical Music/Piano