







Jonathan Chu

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Skills

- **Languages:** C++, C, Python, Verilog, HTML & CSS (comfortable) // Lua, Cypher, Octave (familiar)
- **Tools + Frameworks:** Linux, Vim, Git, Bootstrap, Illustrator (comfortable) // Neo4j, Arduino, LaTeX (familiar)

Education

University of California, Los Angeles

Expected June 2020

B.S. Computer Science & Engineering

- 3.80 GPA
- Data Structures & Algorithms, Software Const. Lab, Computer Organization, Operating Systems, Digital Logic Design

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 Developer - BuildUCLA

July 2017 - Present

Current Project: [Image Collection Navigation](#) - website for visualization of images related to UCLA collected over the years

- Building site infrastructure with Flask and inserting/pulling data with Neo4j (graph database) & Cypher queries

Past Project: [Community Cataloging](#) | [GitHub](#) - app for UCLA library to catalog books given images of cover pages with Scribe API (primary interface, Ruby on Rails), 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

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 event website from ground up using HTML/CSS & Bootstrap; 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

Projects

TetrisAI - C++ | [GitHub](#)

- Added self-moving AI capability to open source Tetris game at 12-hour UCLA Hackathon
- Wrote algorithm to compute ideal move in C++ and made several minor changes to existing code to implement it

Spellbreakers (Dota 2 mod) - Lua | [GitHub](#)

- 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 | [GitHub](#)

- 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](https://github.com/jonathanchu78/Mesh) | [GitHub](#)

- 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](https://github.com/jonathanchu78/Games) | [GitHub](#)

- Built a website with multiple JavaScript browser games at a small-scale hackathon

Community Service: 300+ hours cumulative

Hobbies/Interests: Machine Learning, Piano/Classical Music, Graphic Design