





Jonathan Chu

 [jonathanchu78.github.io](https://github.com/jonathanchu78)
 (916) 751-8354
 jonathanchu78@gmail.com

 [jonathanchu78](https://twitter.com/jonathanchu78)
 [my profile](#)
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Skills

- **Languages:** C++, C, HTML & CSS (comfortable) // Python, 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
- Coursework: Data Structures & Algorithms, Computer Organization, Software Construction Lab, 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

Experience

Software Engineer - BuildUCLA | [GitHub](#)

July 2017 – Present

Project: [Community Cataloging](#) – (primarily) Ruby on Rails app for UCLA library to catalog books of foreign languages

- Wrote python script to integrated ScribeAPI with OCR to streamline process of recording relevant data (title, author, etc.) from books

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

Editor - Morning Sign Out at UCLA

October 2016 - Present

- Provided feedback for students' articles on health-related topics to ensure error-free, comprehensible content

Projects

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, Web Development, Graphic Design, UI/UX, Speedcubing, Classical Music/Piano