







# Jonathan Chu

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## Skills

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

## Education

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### 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

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### Software Engineer - BuildUCLA | [GitHub](#)

**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

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### 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](http://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