Jonathan Chu

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jonathanchu78
my profile
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Skills

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

Education

University of California, Los Angeles   **Expected June 2020**
B.S. Computer Science & Engineering
- 3.72 GPA; Data Structures & Algorithms, Software Const. Lab, Operating Systems, Programming Languages

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

Live Stock – node.js, HTML, CSS, Flask | GitHub
- Stock-watching app developed at **LA Hacks 2018** to notify users when Twitter sentiment towards their stocks changes dramatically. Also employs technical analysis to make buy/sell/hold suggestions
- Twitter API, Google Cloud ML API, Twilio API, and BlackRockAPI - won best use of BlackRock API Award

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 | GitHub
- Developed an event schedule web app at **LA Hacks 2017** meant to replace paper pamphlets at large-scale events

Community Service: 300+ hours cumulative   Hobbies/Interests: Machine Learning, Piano/Classical Music, Graphic Design