

JONAH SCHWARTZMAN

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EDUCATION

WASHINGTON UNIVERSITY IN ST. LOUIS

2021-2024, St. Louis, MO

- Bachelors of Science in Computer Science + Mathematics, Minor in Applied Microeconomics
- December 2024 graduate, McKelvey School of Engineering, 3.9 cumulative GPA

TAMALPAIS HIGH SCHOOL

- 4.56 GPA, California Scholarship Federation member, National Merit Scholarship Commended Student, JV Baseball MVP.

EXPERIENCE

TUTOR & GRADER

2022-2024, Saint Louis, Missouri

Washington University - McKelvey School of Engineering

- Mentor students seeking guidance around my fields of study, assess homework and provide helpful feedback.

SOFTWARE DEVELOPMENT INTERN

2024, Saint Louis, Missouri

Habitat Financial

- Tackled issues across tech stack from designing database schema to translating business logic into processing algorithms.
- Produced insightful client data visualizations by sending queries to HTML templates and integrating Chart.js library.
- Underwent music industry crash course; understood artist/label deal splits, license contracts, and royalty statements.

PROGRAMMING INTERN

2023, Tel Aviv-Yafo, Israel

New Direction

- Collaborated with small team in a fast-paced technology education startup aiming for a minimum viable product.
- Researched and implemented frameworks and services such as Python Django with SQLite, Google Firebase, and Heroku.
- Exposed to Software Development Life Cycle and had to make code modifications on short notice.

STUDENT INTERN

2022, Larkspur, CA

BondBloxx Investment Management

- Supported business growth by developing Excel scripts to generate reports to expedite sales process.
- Taught myself Visual Basic programming and gained knowledge of fixed income trading and portfolio management.
- Organized dashboards for firm meetings, researched sales prospects on HubSpot

COURTESY CLERK

2020-2021, Sausalito, CA

Mollie Stone's Markets

- Efficiently bagged groceries, satisfied manager requests, displayed customer service, underwent Covid safety precautions.

CODING ENDEAVORS

- Exploring different fields of programming through coursework and personal projects.
- Created visualizations of mathematical functions using a Java drawing API and built games following laws of physics object oriented design principles.
- Implemented Artificial Intelligence techniques to program a bot that scores high on the 2048 game.

TECHNICAL SKILLS

- Java, C++, LaTeX, Excel VBA, JS, HTML, CSS, SQL
- Python (Numpy, Matplotlib, Sci-py, Pandas, Selenium, Pygame)

RELEVANT COURSEWORK

- Data Structures and Algorithms, Objected-Oriented Software Development, Linear Algebra, Statistics & Data Science, Number Theory & Cryptography, Rapid Prototyping, Mathematical Analysis, Game Theory, Microeconomics, Optimization.

LINKS

- GitHub: <https://github.com/jschwartzman7>
- LinkedIn: <https://www.linkedin.com/in/jonah-schwartzman-95418a216>
- Handshake: <https://app.joinhandshake.com/profiles/t79q2a>