JONATHAN SLEEP

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Education

California Polytechnic State University, San Luis Obispo
BS in **Computer Engineering** - September 2012 – December 2016
GPA: **3.7**   Dean's List - 9 Quarters   President's List 2013-2014
Recipient of Outreach Scholarship for out-of-state students
Initiated into Eta Kappa Nu (IEEE Student Honor Society) - June 2014
Coursework: Systems, Networks, Artificial Intelligence, Security, Algorithms, Digital Circuits

Skills

Proficient Languages: C, Java, C#, JavaScript, Python, Perl/Mason, C++, HTML/CSS, SQLite
Familiar Technologies: *nix and Windows OS, JQuery, Git

Projects

- SPI-Scanner, instrument for marine biologists to scan sedimentary layer of the ocean
- Starcraft:Broodwar AI constructed in C++ using BWAPI & BWTA
- Poketype Application
- Programmed a life-size functional R2D2 robot with fellow Cal Poly classmate
- Made a Hololens simulation for people who suffer from Phantom Limb Syndrome
- Built a robot to compete in Cal Poly's 2016 Roborodentia competition
- Created a security system with classmates for IoT hackathon

Work History

Microsoft, Software Engineer Intern: June 2016 – September 2016 (Redmond, WA):
- Responsible for implementing an email subject processor to create events and tasks
- Created unit tests and tested locally and on test server topologies
- This processor is deployed in Azure and will be scaled to handle large requests
- Designed the processor to be easy to build off of and wrote documentation about how to
- Learned about the tools and technologies in the Microsoft ecosystem

Amazon.com, SDE Intern: June 2015 – September 2015 (Seattle, WA):
- Responsible for creating an impactful customer-facing change to the retail website
- Created desktop, mobile, and tablet changes
- Analyzed addition of new feature through AB testing
- The feature has made an estimated annual $35 million sales and counting for Amazon
- Became proficient in Git and many other developer tools

Leadership / Involvement

Member Education & Formal Head of Sigma Pi – Eta Delta Chapter (January 2014 – June 2015):
- Responsible for preparing academic and practical presentations to the chapter
- Organized formal event in out of state location; in charge of strategically spending over $25,000
- Participated in 10+ hours of community service each quarter

Corporate Liaison & Project Manager of Computer Engineering Society (June 2014 – June 2016):
- Responsible for reaching out to companies to organize events and sponsorship
- In charge of reserving rooms, handling food, promoting, and set-up / tear down for each event
- Responsible for making progress on a chosen extra-curricular project, meeting on a weekly basis