

# Jonathan Preiss

jpreiss@scu.edu | (510) 771-4005 | linkedin.com/in/jonathan-preiss/

## EDUCATION

---

### Computer Science and Engineering, B.S.

Santa Clara University

GPA: 3.84

Relevant Coursework: Abstract Data Types and Structures, Logic Design, Physics 31, Chemistry 11

Exp. Jun 2026

Santa Clara, CA

### High School Diploma

Washington High School

GPA: 3.83

Relevant Coursework: AP Computer Science A, AP Calculus BC, AP Statistics, AP Microeconomics, AP Physics 1

Jun 2022

Fremont, CA

## PROFESSIONAL EXPERIENCE

---

### Full Stack Engineer Intern

AIMS Team, LLC.

- Created web-based modules that construct, organize, and store data for 20+ water/wastewater districts using knowledge of JS, C#, and SQL to implement dynamic tables with add, search, and sort functionalities
- Utilized ArcGIS mapping to manipulate and configure 1000+ data points (water pipes, hydrants, valves)
- Engineered the firm's user-friendly website and homepage UI/UX and integrated SEO utilities

Jun 2021 - Aug 2022

Fremont, CA

### Mathematics Tutor

Self-Employed

- Devised over 15 unique lesson plans ranging from elementary arithmetic to advanced calculus
- Reached out to and instructed international students using bilingual proficiency in English and Mandarin
- Communicated with clients effectively by arranging tutor sessions and appointments in a timely manner

Sep 2018 - Oct 2022

Fremont, CA

### Varsity Tennis Captain

Washington High School

- Spearheaded the team of over 25 players to the best performance in the school's history for over a decade
- Earned a second-place victory in our district and established a strong sense of unity among teammates
- Mentored teammates by coordinating over 20 distinctive drill plans and working on team logistics

Sep 2018 - Jun 2022

Fremont, CA

## PROJECTS

---

### Top-Down Dungeon Game

- Developing a 2D top-down dungeon crawler game using Unity C# with character and object animations
- Designing an immersive game map with 30+ unique tiles and an assortment of enemies and equipment

Dec 2022 - Present

### Mario Jumping Game

- Coded a Mario-like game in Java, creating a character with realistic jumping physics and moving enemies
- Implemented a coin-collecting mechanic and designed an interactive game map using 600+ lines of code

May 2022 - Jun 2022

## CERTIFICATIONS

---

- Professional Communications Certification, Personal Finance Literacy Certification, Business Office Technology Certification, Certificate of Merit, Piano - Level Advanced

## ABOUT ME

---

**Skills:** *Languages:* Bilingual Proficiency in English and Chinese (Mandarin)

*Programming Languages: (Intermediate):* Java, C *(Beginner):* JS, C#, SQL, HTML, CSS;

**Awards:** CIF Scholar-Athlete, First Team All-League Doubles, AP Scholar with Honor, Diploma in Social Music, Top 10 Franchise Business Plan DECA State Conference

**Interests:** Weightlifting, Tennis, Piano, Formula 1, Disc Golf, Biking, Billiards, Anime, Manhwa, Game Development (Unity Game Engine), Asian Pacific Islander Student Union