

Jonathan Wylie

Portfolio: jwylie.dev — Computer Science Student

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Education

University of Michigan – College of Engineering <i>BS in Computer Science (Expected), Minor in Mathematics</i>	<i>Aug 2024–May 2027</i>
<ul style="list-style-type: none">◦ GPA: 4.0/4.0 – Dean’s Honor List◦ Currently enrolled as a second-year student with 94 credits to date; junior year status◦ Relevant Coursework: Computer Networks, Web Systems, Data Structures & Algorithms, Computer Organization, Optimization and Computational Methods, Discrete Math, Linear Algebra	

Salem High School – International Baccalaureate Diploma	<i>Sept 2020–May 2024</i>
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Experience

KPIT Technologies Inc. – Software Engineering Intern	<i>Summer 2025</i>
<ul style="list-style-type: none">◦ Developed a Python-based tool to intelligently merge electrical diagrams and vehicle function descriptions of automotive control modules, significantly improving the efficiency of electrical system documentation◦ Developed a tool that analyzes multiple vehicle control module documents, automatically aligns corresponding sections side-by-side, and highlights differences in their content to streamline technical comparison and review	
PARClife – Peer Mentor	<i>2023–2025</i>
<ul style="list-style-type: none">◦ Provided social, behavioral, and academic support to teens and young adults with autism spectrum disorder at after-school and summer programs◦ Developed and implemented individualized strategies to ensure each mentee’s success	

Projects

E-Commerce Platform for Pureformance, an Energy Drink Startup	<i>In Progress</i>
<ul style="list-style-type: none">◦ Built as the company’s primary sales channel, featuring caching, secure payment, and a scalable product catalog◦ Tools Used: React, Node.js, MongoDB, Redis, Stripe	
Formula 1 AI Radio Analyzer and Lap Visualizer	<i>f1-pitwall.vercel.app ↗</i>
<ul style="list-style-type: none">◦ A 2-in-1 tool that uses a custom LLM and React graphics to provide unique insight on Formula 1 races◦ Tools Used: React, Python, Hugging Face, FastAPI	
Blackjack and Card Counting Trainer	<i>GitHub Repository ↗</i>
<ul style="list-style-type: none">◦ A Blackjack simulator that trains decision-making and card-counting, offering real-time feedback and Monte Carlo-based true count tracking◦ Tools Used: C++, SFML (C++ Library)	

Extracurricular Activities

<ul style="list-style-type: none">◦ Active member in Hellenic Student Association, Michigan Hackers Club, IM sports (soccer, basketball)◦ Liverpool International Academy Soccer (Elite 64 / NL PRO) – Traveled to the UK for soccer matches and training◦ Hellenic Cultural Dance since 2017 – Boys Greek dance group leader

Honors and Awards

<ul style="list-style-type: none">◦ Regents Merit Scholarship, National Merit Scholarship, and William Clay Ford Jr. Scholarship Recipient◦ U.S. House of Representatives’ Volunteer of the Year

Skills

Languages: C/C++, Python, JavaScript, SQL, HTML, CSS

Technologies: Git, Node.js, MongoDB, React, Linux, FastAPI

Interests: Liverpool (Soccer), Golf, Skiing, College Football, Basketball, Detroit Lions, Cooking