MARL JONSON

Martinez, CA

(925) 812–6907 | marl.jonson@comcast.net | linkedin/marl-jonson | github/marljonson | marl.app

EDUCATION

San Jose State University   **Expected Graduation: May 2028**
Bachelor of Science in Computer Science, Minor in Geographic Information Science   *San Jose, CA*
- **Coursework:** Data Structures and Algorithms, SQL Databases, Technical Writing, Cloud Computing, GIS & Spatial Analysis
- **Organizations:** Apple Next-Gen Innovators Program, Network Engineering Technology Society, Product Management Club

EXPERIENCE

Bay Area Rapid Transit   Apr. 2025 – Present
Product Manager Intern   *Oakland, CA*
- Analyzed BART rider data and led 10+ field interviews to create a training simulation game impacting youth engagement
- Identified 15+ adoption challenges with HR and Talent Acquisition; turned insights into career pipeline improvements
- Developed a game manual, training documents, teachable curricula, and event templates to support partners and field teams
- Refined Microsoft Office reports summarizing project cost factors and operational recommendations for HR leadership
- Managed Agile sprints and Jira workflows while keeping cross-functional teams aligned through Outlook and Teams
- Presented use cases and deliverables to 6 transit HR leaders tailored to their game adoption and user experience needs

Mozilla Responsible Computing Club   Jun. 2025 – Present
Front-End Web Developer   *San Jose, CA*
- Built a full-stack club website utilizing GitHub pull requests for version control and Jira tickets for development tasks
- Built and maintained responsive web designs using Next.js, Tailwind CSS for styling, and Auth0 for secure authentication
- Engaged in bi-monthly Agile sprints and weekly stand-ups; created Figma wireframes and user flows for UI/UX prototyping
- Performed 5+ user interviews using A/B testing to evaluate the usefulness of website features on club members and officers

Veranda Luxe Cinema   May 2025 – Aug. 2025
Concessionist & Usher   *Concord, CA*
- Efficiently handled 120+ unique customer orders per shift using a 60-product point-of-sale system as concessionist
- Prepared popcorn, soft drinks, alcoholic beverages, and hot snacks while maintaining exceptional customer service standards
- Greeted moviegoers, led garbage and recycling disposal, cleaned bathrooms, and disinfected 700+ seats per shift as usher

PROJECTS

Note Nooks (HackDavis 2025) | *React, Node.js, Express.js, Auth0, Figma, HTML/CSS, Git*
- Built React.js frontend and OpenAI backend to generate ATS-optimized resumes tailored to user input and job descriptions
- Translated Figma designs into modular React components, using GitHub and Slack to ensure smooth integration
- Enabled resume creation via free tier to support users lacking access to paid tools, streamlining the job application process

Draftly (Hack for Humanity 2025) | *React, Node.js, OpenAI API, Figma, HTML/CSS, Git*
- Built React.js UI from Figma designs with modular components for resume generation tailored to job descriptions
- Integrated OpenAI API to analyze user data and job posts, generating ATS-optimized resumes in downloadable PDF format
- Collaborated via GitHub and Slack; shipped functional MVP with team learning React.js, Node.js, and Git from scratch

TECHNICAL SKILLS

Programming: Java, Python, SQL, HTML/CSS, JavaScript (basic), PowerShell
Data Analysis & Visualization: Pandas, NumPy, Tableau, Power BI, Excel, Jupyter Notebook
Cloud & Enterprise Systems: Microsoft 365 (Word, Excel, PowerPoint, Outlook, SharePoint), Google Workspace
Project & Workflow Tools: Jira, Trello, Asana, Teams, Slack, Confluence, ServiceNow (ITSM concepts)
Design & Documentation: Figma, Canva, Adobe Premiere Pro, Notion, Google Docs
Certifications: IBM Enterprise Design Thinking Practitioner, Microsoft Certified: Azure Fundamentals (AZ-900) in progress