

# Niyonkuru Jonas

1325 Alviso St, Santa Clara, CA | +1-520-402-7447 | [njonas@scu.edu](mailto:njonas@scu.edu)

## Professional Summary

---

Software Engineer skilled in Python, C, JavaScript, and SQL, with experience optimizing data workflows, improving system navigation, and delivering KPI-driven insights. Proven ability to collaborate with leadership and cross-functional teams to enhance performance and user experience.

## Skills

---

- Python, C, JavaScript, HTML, CSS, SQL, React, Django, ARM Assembly, Verilog, Linux, Visual Studios, Arduino, MATLAB, GitHub, Google Cloud Platform, Web APIs

## Experience

---

### Excite Credit Union

**Jun 2025 - Present**

*Software Engineer and Finance Intern*

*Santa Clara*

- Partnered directly with the CFO to develop and run SQL queries, delivering actionable insights for financial planning
- Streamlined reporting processes, reducing data retrieval time by 30% through optimized queries
- Produced accurate KPI and loan performance reports that informed strategic decisions
- Collaborated with the software development and IT team to improve system navigation and enhance the website, helping reduce client wait times and streamline user experience
- Gained hands-on experience in financial operations, including processing teller transactions, loan payments, and investment activities, while supporting cash flow monitoring and balancing procedures

### National Society of Black Engineers

**Jun 2024 - Present**

*NSBE Vice President*

*Santa Clara*

- Served as a board member of the NSBE SCU chapter, enhancing resource accessibility for 200+ engineering students by collaborating with faculty and department chairs
- Led an outreach event for over 100 high school students during Engineering Week (EWeek), increasing their interest in technical fields through interactive workshops and presentations
- Led new fundraising events, which allowed for over 15 people to attend the NSBE National Conference with all expenses paid

### Elite Lending Group

**Aug 2024 - Sep 2024**

*Finance Intern*

*Tucson*

- Processed 20+ mortgage qualification documents, verifying financial information efficiently and accurately
- Conducted outreach to 100+ clients, boosting loan application completion rates through personalized interactions
- Planned a 30-day social media content calendar, increasing engagement by 15% through strategic and well-timed content

## Education

---

### Santa Clara University

**Sep 2023 - Jun 2027**

*Bachelor of Science, Computer Science and Engineering*

- **Achievements:** Koret Fellowship, Thomas J. Bannan Award, LEAD Scholar
- **Coursework:** Discrete Mathematics, Calculus 1-4, Embedded Systems, Logic Design, Probability And Statistics, Physics 1-3, Data Structures And Algorithms, Advanced Programming, Cryptography, Eletrical Circuits, Object Oriented Programming

## Projects

---

### PickUp

- Collaborating with a lead Microsoft software engineer to build a cross-platform mobile app for discovering local pickup sports games
- Integrating geolocation, interactive maps, and push notifications for real-time game discovery
- Building with React Native (Expo), Supabase (Auth, DB, Realtime), and Google Maps API

### Automatic Trash Can

- Programmed and constructed an automatic trash can using C++ in the Arduino IDE interface utilizing ultra-sonic sensors, servo motors, and various other recycled materials to detect levels of trash and automatically dump contents after reaching a designated capacity
- Achieved 90% detection accuracy for trash level and reliable dump feature with low energy requirements of one 9V battery

### Ball Tracking

- Built a ball-tracking software that can track a ball from a video input. Expanding the program to detect ball speed and trajectory, helping athletes score with greater accuracy and consistency
- Programmed using Python, OpenCV library, and Numpy Library to efficiently handle video/frame processing

### 4-Bit Calculator

- Built and tested a 4-bit arithmetic logic unit (ALU) using a MUX hierarchy to perform addition, subtraction, increment, and decrement. The ALU took two 4-bit inputs from switches and produced a 4-bit output with carry-out, overflow, and zero-result indicators