Jonathan Tien

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EDUCATION/

University of California, Berkeley, B.A. Computer Science | Fall 2008 - Spring 2012

Full-time Training in Anaheim, Bible truth & church service post-graduate training program | Fall 2012 - Spring 2014

SKILLS/

Product Management | Worked at a lot of early stage, used to wearing a lot of different hats and picking up whatever is needed to get the job done. Experience managing and guiding developers. Love doing market research, strategizing, making slide decks, and cutting scope.

Software Development & DevOps | Full-stack, but better at front-end than back-end. I'm a generalist that really likes learning new things, but defaults to Python. Care a lot for a good, clean process and solid ops.

Design: Experience in UI/UX, web, mobile, print, and graphic design.

WORK EXPERIENCE/

Summer 2013—present / Software Engineer @ Bibles for America (non-profit)

Interned before going full-time at a organization whose core mission I care deeply about. Revamped development workflow (switch over to git/GitHub/git-flow, Trello, TravisCI, AWS/Heroku) for a small team, rewrote their main website (from Wordpress to Jekyll) resulting in a 99% cost savings and 75% load time performance. Advised on content strategy, marketing, and data analytics/CRO efforts.

Spring 2012 - Summer 2012 / Product Manager Intern @ Glassdoor.com

Worked on a variety of projects from FB Open Graph integration to job syndication and new user onboarding. Most notably, laid much of the groundwork for the new Post-a-Job offering. Responsibilities included doing competitive research, building wireframes, assembling slide decks, defining stories for engineers, and doing some scripting on the side.

PROJECTS/

Fall 2012 — present / Attendance Project @ FTTA

Leading a rewrite of an internal web app (PHP → Django) used by 300+ students and school administrators to track attendance, grades, weekly service assignments, and much more. Open-source and managing a team of 10+ contributors. Project architect, main contributor, former team lead/project manager.

Spring 2012 / CalChat

Built and launched a location-based chat application for Berkeley students with three friends, placing first in a campus-wide competition. Built using Node, Express, Redis, and Bootstrap.

COURSEWORK/

Undergraduate | Algorithms, Artificial Intelligence, Computer Security, Operating Systems, Software Engineering, User Interface Design

Graduate-level | Computer-Based Communications Systems and Networks, Database Management, Interface Aesthetics, User Interface Design and Development, Web Architecture, XML Foundations