Passionate software developer and computer engineering student with two years experience in full-stack web development in a mix of personal and academic projects. Primary goal in previous projects was to write software that is intuitive, performant, and engaging while giving clients the data they need. Hoping to gain experience at an internship or entry-level opportunity in data science, low-level software, or web development in a fast-paced, small team environment.

Experience

2018-present

Software Engineer Intern

Consignmore

- Currently designing an online platform to create a convenient flow of information transfer for auction houses, both internally between employees and externally to consignors.

2018

Software Engineer Intern

Optum Labs of Florida

- Built and advised on informational websites for the myGUT X22 and RespHealth X21 health products with Vue.js and Bootstrap.
- Improved client information access and added convenient methods of searching for affiliated doctors and buying the products.

2017-2018

Software Engineer

Safe Rides of Redding and Easton

- Actively communicated with founders of the Safe Rides service that provides high schoolers with a trusted, reliable way home to make a mobile-friendly web-app using Angular and websockets.
- Web-app serviced over 70 volunteers and a dozen Safe Ride requests, streamlining the request/volunteer process by making it paperless and updating volunteer locations in real-time.
- Attended sessions and instructed volunteers on the use of the web-app.

2015-present

Freelance Software Engineer

Hackathons and School Projects

- Currently working with school's student banker to modernize the university's student-run websites into a modern "fusion" website using the MERN stack, aiming to improve performance and unity.
- Collaborated with chemistry team to create an Android mobile app to aid analysis of colorimetric chemical test strip, developed as a low-cost alternative to modern methods of blood glucose testing for diabetics as part of an engineering course.
- Built a variety of engaging museum exhibits for children related to mathematics and science topics such as polynomial regressions, pendulum dynamics, the doppler effect, function graphing, and function periods for the Museum of Mathematics using JavaScript, Java, and Mathematica.
- Created an interactive online multiplayer driving simulation and "Fruit Sensei" clone using JavaScript and websockets, in which player movement is controlled by smartphone orientation.
- Developed a heuristic to calculate player Varsity fitness for members of the JBHS bowling team, and a website to display team and player statistics, easing planning responsibilities for team leaders.

Education

2018-2022

The Cooper Union for the Advancement of Science and Art

Major in Electrical Engineering, Computer Engineering Track

- Coursework in Digital Logic Design, Data Structures and Algorithms I, Programming for Electrical Engineers
- Cumulative GPA: 4.00/4.00

Jonathan Lam

Software Engineer

Personal Info

203-590-0107

jonlamdev@gmail.com

jonlamdev.com

github.com/jlam55555

stackoverflow.com/users/2397327

linkedin.com/in/jonlamdev

Technologies

- **JavaScript** (ES6)
- Node.js
- Angular 2+
- React.js
- Vue.js
- **HTML5**
- **CSS3**
- Sass
- Bootstrap
- **SQL** (MySQL, PostgreSQL)
- **PHP7**
- **C**
- **C++**
- **Java**
- Linux
- MEAN/MERN stack
- LAMP stack

Skills

Critical thinking

Collaboration

Written communication

Full-stack development

Web development