

JONATHAN ZONG

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WORK EXPERIENCE

Google, Material Design

Software Engineering Intern · June–September 2017

Oxford Internet Institute

Research Assistant · February–June 2017

- Developed interactive visualizations and models for TRANSNET, traffic analysis tool for Oxford City Council

Linked By Air

Design Intern · Peter B. Lewis Fund Award · June–August 2016

- Designed and built web interfaces with studio for clients including arch.columbia.edu, bridginggowanus.org
- Impacted public face of studio by launching new studio portfolio site and initiating new typography app for iOS

MIT Media Lab, Fluid Interfaces

Research Intern · January 2016

- Developed hardware, software, and user interaction for assistive self-expression tool helping people with physical disabilities to paint by motorized airbrush
- Wrote Arduino motor control interface and Node.js/Socket.io server to pass messages over serial

Square

Software Engineering Intern · June–August 2015

- Improved user experience of Online Store checkout by integrating buyer logins and payment card linking
- Collaborated across teams to implement both UI and backend updates in Ember, Backbone, Java.

Coursera · KPCB Engineering Fellow

Infrastructure Engineering Intern · June–August 2014

- Created metrics dashboards to monitor deployment errors, now part of standard deploy process
- Improved feature set of internal Amazon AWS provisioning tools in Scala/Play for all frontend teams

LEADERSHIP AND COMMUNITY

Design Summer

Founder · March 2015–Present

Founded community of 800+ design interns, organized events with companies like Airbnb, Facebook, IDEO, and Google, raised sponsorship from Khosla Ventures

Princeton Letterpress Club

President · September 2015–Present

- Produced poetry book *Nap Poems*, collected by Graphic Arts Collection at Princeton Rare Books Library

Eagle Scout · Troop 424

Patrol Leader · Skills Instructor · 2012

Constructed organic community garden for the underserved in Houston area

EDUCATION

Princeton University

B.S.E. Computer Science · Program in Visual Arts

GPA: 3.84/4.00 · September 2014–Present

Junior Research: Interactive Machine Learning for Contextual Multi-armed Bandit Problems
COS 597: Interactive Illustration (grad seminar)
VIS 415: Advanced Graphic Design - Interface

University of Oxford

Program in Computer Science and Philosophy

Visiting Student · January–June 2017

SELECTED PROJECTS

PolitEcho · Facebook Global Hackathon Finalist

Visualize political bias · 20,000+ users · 2016

- Designed extension to visualize political bias in Facebook news feed using friend data
- Featured on the New York Times front page

Smart Windows · MIT THINK Scholar

Automated switchable windows · MIT Funding · 2014

- Built energy efficient window system that changes tint based on temperature and sunlight sensors, like transition lenses for the home
- Recognized nationally for project proposal (one of three awarded prototype funding from MIT)

Hermes Keyboard · Greylock Hackfest 1st Prize

Assistive iOS Keyboard Platform · \$10,000 Prize · 2015

- Built keyboard extension that allows users to query information from outside apps in the auto-correct bar based on conversational context

DeuterIDE

IDE/text editor on Android · 10,000+ installs · 2012

- Created tool to write/run code on Android
- Wrote multi-language syntax highlighter and implemented online code compilation

GameCalc · HackRice 1st Prize

Math Education Gamified · \$1,000 Prize · 2014

- Created Android game where users learn math by unlocking the buttons on a calculator

TECHNICAL SKILLS

Programming: Java, Scala, Javascript, Swift, Python, C, PHP, HTML, CSS/Sass

Tools: Node.js, Ruby on Rails, Ember.js, Three.js, Arduino, Android, iOS, Git, Wordpress

Visual: Sketch, Illustrator, InDesign, Processing