

Jonathan Taing

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ENTRY-LEVEL COMPUTER PROGRAMMING INTERN

TECHNOLOGY SUMMARY

- **Programming/Languages:** C, C++, Python
- **Systems:** Linux/Unix, Windows
- **Design & IDE Tools:** Android Studio, Arduino IDE

EDUCATION

University of Colorado at Boulder - Boulder, CO | Bachelor of Science
Computer Science, 2021

- Continuing education in **Computer Science**
- **Coursework Highlights:** Algorithms, Data Structures, Fundamentals of Engineering Electronics, Software Development Methods and Tools
- Member of Tinkermill Makerspace

WORK HISTORY

NON WORK ACTIVITIES | 01/2016 to Current

Tinkermill Makerspace - Longmont, CO

- Designed in built a wireless athletic timing system to measure sprint times of athletes for training and racing. Timing system was built on the Arduino Platform. Knowledge of OS functions such as hardware and software interrupts were used in the design considerations for very precise (< .1 ms) timing.
- Designed and built a game used to measure a person's capacity for sustained attention. The game was designed around the go/no go test principles commonly used in engineering and psychology. The game was built using Python and the Pygame library, a set of python modules designed for writing video games.

PROJECTS

Built the Log-In interface to an Android Application using Google Sign-In

The Android Application was developed for helping students find events happening around campus.

The Log-In interface was needed to keep track of user's data so they could save campus events that they were interested in and also set reminders on their calendar. The interface utilized the Google Sign-In API provided by the Google Identity Platform.