JONATHAN FREY

CONTACT

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EDUCATION

University of Southern California
Los Angeles, CA
B.S. Computer Science
Expected May 2018
GPA: 3.86/4.0

SKILLS

Languages (Proficient)
C++, Java, C, HTML5,
CSS3, JavaScript, Python, SQL

Languages (Familiar)
Ruby, Bash, R, C#, PHP, Sass

Libraries/Frameworks/Technologies
Node.js, Hadoop, Hbase,
Mahout, Bootstrap, React,
AngularJS, Rails, Android Studio

HONORS

Trustee Scholarship
University of Southern California
Viterbi Undergraduate Fellow
University of Southern California
W.V.T. Rusch Honors Program
Viterbi School of Engineering

RELEVANT COURSES

Computer Networks, Artificial
Intelligence, Computer Organization
and Architecture, Algorithms and
Theory of Computing, Software
Engineering, Computer Graphics,
Operating Systems

EXPERIENCE

Course Producer
USC Viterbi School of Engineering - Los Angeles, CA
August 2015 - Present
- Act as a T.A. for Introduction to Computer Science and Data Structures and Object Oriented Design
- Hold office hours, supervise lab sessions, and grade assignments and exams for hundreds of students each semester
- Write grading scripts and Google Test unit tests for assignments

Software Engineering Intern
Bloomberg L.P. - New York City, NY
May 2016 – August 2016
- Created a content-based recommender for bloomberg.com
- Employed techniques of collaborative filtering and machine learning to determine recommendations
- Utilized Apache Hadoop and Hbase to process very large datasets of millions of users and articles
- Created a Java servlet that served recommendations in under 50 ms

Research Assistant
USC Interaction Lab - Los Angeles, CA
August 2014 – May 2015
- Assisted with a project about social spacing in human-robot interaction
- Conducted experiments with human participants and analyzed data about their interactions with robots using R
- Funded through USC Merit Research

PROJECTS

Tickr
February 2016 - May 2016
- Created an online stock portfolio tracker using a LAMP stack
- Utilized the Highcharts API for data visualization

Visual Sound
August 2015 - May 2016
- Helped to create a game in which a player interacts using sound
- Made in Unity and written in C#