JONATHAN ZUL LUNA

jonathanzulluna.work@outlook.com · 902-540-3037 · linkedin.com/in/jonathan-zul-luna · jonathanzul.me

Passionate and determined student experienced in various fields of Computer Science and Informatics. Proven skills in software engineering, data analysis, and web development. Also interested in topics related to business administration and corporate management. Several related projects can be found on my portfolio website jonathanzul.me. Committed to driving solutions that make an impact through my solid academic background and practical experience.

EDUCATION

University of Prince Edward Island — Charlottetown, PEI
BSc Major in Computer Science, Minor in Business Administration *GPA: 4.0* — Sep 2022 - May 2026

AWARDS

Faculty of Science Dean's Honours List — UPEI
Recognized for outstanding academic standing — September 2023

PROJECTS

LeetCode Clone *React, Next.JS, TypeScript, Firebase*
Developed a LeetCode clone, a platform designed to help users practice coding questions in a simulated environment. Using React and Next.js for the frontend to create a responsive and intuitive user interface. The project utilizes TypeScript for enhanced code maintainability and error prevention. Firebase was employed as the backend service, handling user authentication, data storage, and real-time updates. Users can register, log in securely, and access a collection of coding problems categorized by difficulty and topic. They can submit their solutions, receive instant feedback and track their progress over time.

Class Registration System *HTML, Bootstrap, React, Node.JS, MySQL*
Identified the inefficiencies of the current UPEI's class registration system. Developed a clone of the School's class registration system using HTML, Bootstrap, and React for the front-end design, and Node.js and MySQL for the Back-end. Used Jest as a testing framework to ensure functionality. Identified root conflict causes and implemented effective solutions.

Canada Ticket to Ride Game Simulation *Java, Python*
Developed a version of the game "Ticket to Ride" using Canadian cities using OOP design principles. Created a simulation program that ran the game multiple times using three bot players with distinct strategies and analyzed the results to determine the best strategy.

WORK EXPERIENCE

Self-employed — Charlottetown, PEI
Private tutor — Sep 2022 - Present

- Provided comprehensive tutoring services across a diverse range of subjects including Intro to Computer Science, Data Structures and Algorithms, Computer Organization and Architecture, Statistics with R, Calculus I & II, Combinatorics, Earth's Physical Systems, Introduction to Physics, Introduction to Accounting, Spanish, and English as a foreign language.
- Leveraged personalized teaching methods, fostering a supportive learning environment and helping students grasp complex concepts and achieve academic success.

PEI Watershed Alliance — Charlottetown, PEI
Field Conservation Technician — Jun 2023 - Aug 2023

- Developed and implemented an algorithm to produce an approximate number of trees that could be planted in a determined area using factors such as soil moisture, current species, planting species, area, terrain, and soil.
- Participated in site assessments in the field, using Garmin GPS and other equipment, to produce the best possible planting of native trees in determined areas.
- Assisted with the creation of outreach material used to promote the 2 Billion Trees provincial program.

SKILLS

- **Programming Languages:** *Java, Python, PHP, SQL, JavaScript, TypeScript, R, C*, and *C#*.
- **Programming Tools:** *React, Node.JS, Next.JS, Firebase, Boostrap, MongoDB, Flask, PostgreSQL, MySQL, Git*, and *Docker*.
- **Relevant Knowledge:** Agile Methodologies, UI/UX Design, Organizational Management, Business Administration, English (Native) and Spanish (Native)