

Jonathan Tien

jonathan.tien@gmail.com | (408) 868-8436 | <http://j.mp/ricefield>

OBJECTIVE/

EDUCATION/ University of California, Berkeley, B.A. Computer Science | Fall 2008 - Spring 2012

COURSEWORK/

Undergraduate | Algorithms, Artificial Intelligence, Computer Security, Operating Systems, Software Engineering, User Interface Design

Graduate | Computer-Based Communications Systems and Networks, Database Management, Interface Aesthetics, User Interface Design and Development, Web Architecture, XML Foundations

SKILLS/

Product Management & Software Engineering | Experience with both leading and developing products from ideation to shipping, working through stages such as competitive research, storyboarding, user interface testing, architecting, development planning, launch, marketing. Comfortable in Agile/scrum environments. Most experienced with web and mobile application development.

Languages & Technologies | Python, Java, PHP, Ruby, C/C++, Javascript, HTML/CSS; Django, Sinatra, MySQL, Redis, Git, SVN, NodeJS, Android, iOS.

Design: Experienced in UI/UX, web, mobile, print, and graphic design.

Misc: Photoshop, InDesign, photography, machine learning, Mandarin Chinese

PROJECTS/

Fall 2012 – present / Attendance Project @ FTTA

Leading a rewrite of an internal web app (Python+Django) used by 300+ students and administrators. Functioning simultaneously as a product manager, lead developer, and sysadmin.

Spring 2012 / CalChat

Built and launched a location-based chat application for Berkeley students with three friends, placing first in a campus-wide competition. Built using NodeJS, Redis, and Bootstrap.

WORK EXPERIENCE/

Spring 2012 - Summer 2012 / Product Manager Intern @ Glassdoor.com

Worked on a variety of projects from FB Open Graph integration to job syndication and new user onboarding. Most notably, laid much of the groundwork for the new Post-a-Job offering. Responsibilities included doing competitive research, building wireframes, assembling slide decks, defining stories for engineers, and doing some scripting on the side.

Summer 2011 / Intern @ Tribal Technologies

Interned at this San Mateo software startup doing a mix of product management and software engineering. Worked with a client, Global Action Form, to spec and build an Android app for delivering videos, and also build a Plex plugin in Python to do likewise.

Fall 2010 – Spring 2011 / Product Manager @ Endoppler/Crumbs

Recruited by a Berkeley alumnus who was bootstrapping his startupz to work as the team's Product Manager. Was responsible for determining overall product strategy and roadmap, designing features, defining the UI and UX, and also building graphical assets.