Jonathan Vu

Irvine, CA 92697

Education

University of California, Irvine

Expected Dec 2026

Bachelor of Science in Computer Science with Specialization in Artificial Intelligence

Irvine, CA

Relevant Coursework: Intro to Machine Learning, Intro to Artificial Intelligence, Data Structures and Algorithms, Project in Software System Design, Programming in C/C++, Object-Oriented Programming in Python with Libraries, Large-Scale Software Engineering.

Experience

Harmonic Web Solutions (Freelance)

June 2024 - Present

Full-Stack Software Engineer

Irvine. CA

Providing software development, e-commerce integration, and digital growth solutions for music artists.

- Built and optimized a **Next.js** website for a musician with **400K+ monthly listeners**, **boosting monthly streams by 20%** through SEO best practices, cross-linking digital platforms, and ensuring scalable performance with **TailwindCSS**.
- Collaborated with the client to refine website features, **enhancing user engagement and improving site responsiveness with a 15% reduction in average load time** through design updates and performance optimization.
- Implemented **Shopify** for e-commerce integration, streamlining the musician's merchandise sales process and **generating an additional \$2K+ in monthly revenue** through automated checkout and inventory management.
- Integrated **Google Analytics** and SEO best practices to enable data-driven insights and position the musician for greater audience growth.

Art Farm Labs Mar. 2024 – June 2024

Software Engineer Intern

Irvine, CA

E-commerce Marketplace Startup that empowers kids to sell hand-drawn art and grow as young entrepreneurs.

- Collaborated with a team of 6 developers using **Asana** to manage agile sprints and deliver a scalable e-commerce marketplace with **Next.js**, **PostgreSQL**, and **Shopify**, enabling young entrepreneurs to sell original artwork online.
- Translated **15+ mockups** from **Figma** made by the product manager intern into reusable Next.js components, accelerating UI development and ensuring accurate, responsive design implementation.
- Engineered full-stack components for secure user authentication and database management using **PostgreSQL** and **Supabase**, ensuring security and data integrity.
- Integrated **Sanity CMS** for dynamic content management by the marketing team, cutting time-to-market for content teams to make changes and enhancing frontend efficiency.
- Collaborated with 2 founders to gather requirements and deliver platform features that aligned with business goals under **strict 2 week sprint deadlines**.

Projects

Studyspace - Web App Study Spot Finder | Angular, .NET Core, C#, PostgreSQL

July 2025

- Developed a full-stack web app with **Angular** and .**NET Core APIs**, secured via **Supabase** authentication, enabling students to discover and review study spots.
- Designed a relational schema in PostgreSQL with PostGIS extensions, powering geospatial queries for distance-based search, ratings, and user-generated reviews/photos, reducing query latency by 30% compared to baseline implementations.
- Deployed the application to **Azure App Service** with managed PostgreSQL and integrated **Google Maps API** for real-time location data and navigation.

Note Taking Assistant - UCLA LA Hacks 2023 | OpenAl Whisper, CohereAl, Python, Streamlit

April 2023

- Collaborated with a team of 4 developers at UCLA Hackathon to build a web app leveraging large language models to help students take notes and engage more effectively with class material.
- Integrated **OpenAl Whisper** for audio transcription and **CohereAl** for summarization and question generation, **processing 1+ hour lectures in under 5 minutes** to create an efficient speech-to-text analysis platform.

Technical Skills

Languages: Python, C++, C, JavaScript, Typescript, SQL, HTML, CSS, TailwindCSS, Java, C#, .NET, GraphQL **Technologies**: Unix, Git, React, React Native, Next.js, Angular, Node.js, Express.js, AWS, MySQL, Pandas, RESTful API **Developer Tools**: VS Code, Visual Studio, Figma, Adobe