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## Education

### Stanford University

**September 2015 - June 2019**

GPA: 4.0

Selected Coursework: Programming Abstractions (Accelerated), Computer Organization and Systems, Principles of Computer Systems, Math Foundations of Computing, Modern Math: Discrete Methods, Linear Algebra and Multivariable Calculus, Intro to Machine Learning.

### Harvard-Westlake School

**September 2009 - June 2015**

GPA: 4.7 weighted, 4.0 unweighted (Cum Laude)

Selected AP Coursework: Computer Science A, Calculus BC, Physics C: Mechanics and E&M.

## Experience

### Intern at NeuroVigil ([neurovigil.com](http://neurovigil.com))

**January 2016 - June 2016**

Worked on signal processing and Bluetooth communication. *Languages: Python, Swift.*

### Intern at Build-It-Yourself ([build-it-yourself.com](http://build-it-yourself.com))

**July 2013 - August 2013**

Worked on Build-It-Blocks, a database of Lego and Scratch modules that help BIY workshop students break complex problems down into simple steps. *Languages: HTML, PHP, MySQL.*

### Intern at UCLA SMERC ([smartgrid.ucla.edu](http://smartgrid.ucla.edu))

**June 2012 – September 2012**

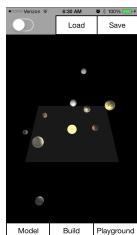
Wrote an iPhone app to fetch and display home power usage data from a network, helping users save energy. *Language: Objective-C.*

## Skills

*Programming Languages:* C++, C, Java, Swift (significant experience); Python, HTML, CSS, JavaScript (proficient); PHP, Objective-C, MySQL, R (some knowledge).

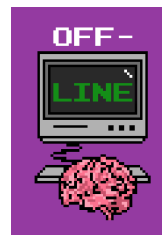
Proficient in French.

## Projects



### Solr ([apple.co/1Oyp8dh](http://apple.co/1Oyp8dh))

Create planets and stars in a sandbox environment. Developed for iOS using Swift and SceneKit.



### Offline

Dodge distracting apps in this endless arcade game. Developed for mobile in Unity. Coming spring '17.