

Jonathan Kook

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Education

University of California, San Diego

B.S. in Computer Engineering

Relevant Coursework: Software Engineering, Data Structures and Algorithms, Database Analytics and Applications, Computer Architecture, Operating Systems, AI: Probabilistic Models, Digital Systems/Design

Industry Experience

Lawnly - Software Engineering Intern (*TypeScript, Dart*)

October 2025 - February 2026

- Contributed to full-stack development for both mobile and web apps. Implemented production front-end/backend features and improved/deprecated code from the existing codebase
- Debugged cross-stack issues and participated in code reviews to improve reliability and maintainability

DiamondHacks ACM Hackathon (*Java, TypeScript SpringBoot, PostgreSQL, Docker*)

April 2025

- Built a web app to track and visualize recurring income/expenses, spending, and transactions.
- Create custom budget allocation and compare against net spending for personalized budgeting tips.

Compiled-5 Hackathon (*Java, TypeScript, SpringBoot, PostgreSQL, Docker*)

February 2026

- Built a web app that helps coders track and practice a variety of personalized problems based on their goals and experience.
- Utilizes unofficial Leetcode API to fetch/filter problems by tags and runs code against small test suite.

Projects

Fantasy SportStocks Web App

Java, Spring Boot, PostgreSQL, TypeScript, Next.js

- Built a full-stack fantasy football stock-trading platform where users buy, sell, and manage player-based assets in fantasy leagues
- Designed a multi-service Spring Boot backend with bounded contexts for ingestion, stock pricing, transactions, leagues, portfolios, and scheduled jobs
- Implemented transaction and wallet logic with database-level consistency patterns to support reliable buy/sell flows and prevent invalid balance updates
- Integrated external fantasy football data ingestion to update player snapshots, projected prices, and final prices across weekly scoring periods

LiftHub - Workout Tracking Web App

Java, Spring Boot, PostgreSQL, TypeScript, React

- Designed a responsive full-stack workout tracking application for managing exercises, logging workouts, reviewing history, and tracking progress
- Architected a Spring Boot REST API and normalized PostgreSQL database using Spring Data JPA, Hibernate, and Flyway migrations
- Implemented JWT authentication, resource ownership checks, workout lifecycle rules, exercise archiving, and a database-enforced one-active-workout constraint

Pokemon Card Web App

Python, JavaScript, HTML, CSS

- Built a full-stack web application with 10+ interactive features including flashcards, quizzes, and collection management
- Implemented a CI/CD pipeline using GitHub Actions with automated unit tests, end-to-end tests, linting, and static analysis

Technical Skills

Languages: C++, Python, Java, JavaScript/TypeScript, HTML/CSS, SQL, SystemVerilog, Dart

Frameworks & Tools: SpringBoot, Git, Docker, React, Node.js, Flutter, JUnit

Hardware / Design: KiCad, Cadence, SolidWorks, MATLAB