

JASON GONG

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PROFESSIONAL EXPERIENCE

Ready (YC S20) - Full Stack Engineer

📅 August 2021 – Present 📍 Remote Position

- Helping ISPs connect people to better broadband around the country. I'm responsible for developing the messaging and notification system across our enterprise management platform and consumer-facing app
- Designing and building new tools for the messaging command center, while handling customer issues and feature requests
- Set up email and text messaging for automated customer alerts, marketing campaigns, and bulk outage notifications using Twilio and Sendgrid
- Created customization tools for organizations to edit and save email templates with dynamically populated fields and configure messaging preferences for subscribers
- Built a dashboard for analytics and an overview page to track and filter all previous messaging transactions, including a detailed view of each message and the delivery status
- Developed and shipped extensible code to enhance messaging coverage within payments, community outreach, and subscriber management

Capital One - Software Engineering Intern

📅 June 2020 – August 2020 📍 Virtual Internship

- Developed an internal tool that consolidates and improves the workflow of agile development and provides a one stop shop for application checks and release updates for developers, product owners, and testers
- Created endpoints with Java Spring Boot to interface with the Jira API, handle real-time updates from the website, and store authenticated user data in a PostgreSQL database
- Used Angular, Bootstrap, and Material UI to modify the website based on prototypes and mockups

Motorola Solutions - Software Engineering Intern

📅 June 2019 – August 2019 📍 Chicago, Illinois

- Developed a system to retrieve and monitor radio, console, and repeater information for our commercial products
- Created a website for customers to register and view their system information and hardware specifications
- Used Node and Express to make requests to the server, while updating the website with React and Redux
- Built a TCP client in C# to receive messages from the radio controller and send system information to MongoDB

BP - Software Engineering Intern

📅 January 2019 – May 2019 📍 Chicago, Illinois

- I was part of the rapid application development team, creating analytical tools for our crude oil traders and operators
- Developed dashboards using Python and Plotly to create visualizations of market trends and trade data
- Built web scraping tools to retrieve information from different brokerages for our analysts

EDUCATION

B.S. in Computer Engineering

University of Illinois at Urbana-Champaign

📅 August 2017 - December 2020

RELEVANT COURSEWORK

- Data Structures (CS 225)
- Applied Parallel Programming (CS 483)
- Computer Systems Engineering (ECE 391)
- Artificial Intelligence (CS 440)
- Database Systems (CS 411)
- Virtual Reality (CS 498)
- Algorithms and Models of Computation (CS 374)

PERSONAL PROJECTS

DevConnector

Created a social networking website for developers to connect by sharing their skills and experiences. New users can make an account and add their GitHub repos, social media links, and professional experiences. In addition, users can make forum posts or provide feedback by liking and commenting on other posts. Implemented secure user login and authentication using password hashing and JSON Web Tokens.

Demon Slayer VR

Developed an immersive hack and slash VR game with Unity, Oculus (Rift), and C#. Players must survive waves of enemies using melee attacks and special abilities to unlock new levels and set a high score.

NLP Chatbot

Built a command line application that responds to user inputted questions using TensorFlow. Implemented a sequence-to-sequence model with recurrent neural network layers and feedback loops. Preprocessed data from movie conversations to train the model by filtering out special characters and mapping words to integers.

LANGUAGES

Python C++ C JavaScript SQL C#
HTML CSS LaTeX R x86 Assembly

TECHNOLOGIES

Git Node.js TensorFlow MongoDB GDB
PostgreSQL React Unity CUDA Express