Jadon Zhu

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EDUCATION

University of California, Los Angeles (UCLA)   **Los Angeles, CA**
Bachelor of Science, Applied Mathematics   *Expected June 2027*
Minor, Data Science Engineering
- **GPA:** 3.9
- **Coursework**: Software Construction, Computer Science, Machine Learning, Statistics and Probability, Linear Algebra, Optimization, Mathematical Modeling, Real Analysis, Differential Equations, Discrete Math, Multivariable Calculus, Physics

Walnut High School   **Walnut, CA**
High School Diploma, International Baccalaureate Certificate   *May 2023*
- **Valedictorian**
- **GPA:** 4.0

SKILLS

Python, Go, C/C++, SQL, JavaScript, Linux, Git, Visual Studio Code, Cursor, GitHub Copilot

EXPERIENCES

Embedded Firmware Development and Test Engineering Intern   **Los Angeles, CA**
Silvus Technologies, a Motorola Solutions Company   *Jun 2025 - Aug 2025*
- Automated using AI large-language models (LLMs) and Python the documentation of over 300 JSON-RPC Application Programming Interface (API) methods, reducing workload time from months to days.
- Developed input validation program using Golang to fortify legacy C and C++ API against cybersecurity attacks.
- Configured Docker containerization to establish a consistent environment for cross-compilation of embedded firmware from x86 Linux to ARMv7 RISC.
- Managed multiple sub-projects and collaborated with senior developers through Git and GitLab version control.

Undergraduate Researcher (Machine Learning)   **Los Angeles, CA**
X. William Yang Lab at UCLA Semel Institute for Neuroscience and Human Behavior   *Nov 2023 - Jan 2025*
- Trained using PyTorch convolutional neural network (CNN) to segment 3-D images of mouse brain neurons.
- Developed Python scripts as plugins to ImageJ to automate efficient 3-D image processing.
- Reconstructed manually 3-D images of neurons using digital imaging software Neutube.
- Selected to present research findings at UCLA Undergraduate Research Week.

PROJECTS AND COMPETITIONS

Lead Software Engineer   **Los Angeles, CA**
UCLA Fiat Ludum Game Jam   *April 2025*
- Implemented [complex game](#) in Godot by leveraging inheritance and composition within 72 hours.
- Awarded prize ($6000 value) for first place out of 20 teams as a part of the UCLA Fiat Ludum Game Jam.
- Designed a compelling story as background lore for the game.

Game System Design Engineer   **Los Angeles, CA**
Association for Computing Machinery (ACM) Studio Game Jam   *October 2025*
- Designed mechanics for custom, original physics and gameplay loop in a [unique puzzle game](#) using Godot.
- Leveraged inheritance and composition to structure multi-level games using SOLID clean code principles.
- Awarded second place in the ACM Studio Jam.

Lead Software Engineer   **Los Angeles, CA**
Spooktober 7th Annual Visual Novel Jam   *September 2025*
- Implemented content-dense [visual novel game](#) using Godot by leveraging inheritance to reduce code repetition.
- Collaborated with multiple artist and writers to produce game within one month.