

Kehan (Jason) Wang

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Software engineer skilled in full-stack, mobile development, ML and CV.

EDUCATION

Bachelor of Arts, Computer Science

University of California, Berkeley
Senior, Spring 2021 GPA: 3.90

HONORS and PROJECTS

1st Place Winner of Cal Hacks 5.0

Navii

- 1st place in Cal Hacks 5.0, a 36-hour hackathon with ~2000 hackers, ~250 teams from all over the world.
- Navii is an AR mobile app for indoor navigation.

RESEARCH

sensAI

RISE Lab

- Robotics: Distribute a drone's central controller work onto four individual propellers with Policy Gradient and Imitation learning on MPC using Pytorch.
- Wavelet: GPU memory usage has peaks and valleys during training. By interleaving different GPU's peaks and valleys, our distributed training model can achieve >2x speedup. Implemented using CUDA IPC, customized Pytorch and Pytorch CUDA plugin.

Barcode Segmentation

- Used a small ConvNet in Tensorflow to classify barcodes and generate bounding boxes based on the classification results using OpenCV methods.

LEADERSHIP

Industrial Relations Chair

Upsilon Pi Epsilon
Jan 2020 - Now

- UPE is a Computer Science Honor Society. Industrial Relations committee manages its relations to both the EECS department and our partner companies.

President

Student Union
Oct 2015 - Jun 2016

- Organized school-wide student activities. Handles the communication between the student body and the school administration.

EXPERIENCE

Software Engineer

Microsoft
Redmond, WA
May 2020 - Aug 2020

- Worked on Microsoft Teams, a unified communication and collaboration platform.
- Developed new features on the Desktop/Webclient: Expiry Status (set "Away" for 30 mins), Set Out of Office auto-reply message.
- Implemented features using Angular, Typescript, C#.

Mobile Software Engineer

Brilliant Home Technology
San Mateo, CA
May 2019 - Aug 2019

- Brilliant Smart Home control panel and mobile app connect all smart home devices together.
- Developed new features: Alexa Skills compatibility, user preferences persistence, smart shades support, and user home devices administration.
- Implemented all features on both Android and iOS (Kotlin and Swift). Used MVVM architecture, ReactiveX programming, and Swinject/Dagger.

Software Engineer

California PATH
Berkeley, CA
Jun 2018 - May 2019

- Developed *PathTransit*, a public transit app that supports bus-user location matching for transit services such as BART and AC Transit.
- Backend Flask APIs scrape real-time transit info, provide bus line info, and match users to their buses based on their real-time locations. (SQL)
- Frontend displays bus info. Users can match with buses and receive mileage awards. (React-Native)

Backend Software Developer

Simpatika Medicine, Inc
Berkeley, CA
Feb 2018 - May 2018

- Developed a scalable backend for increasing data needs from machine learning on how different AIDS patients react to different medical treatments.

Lab Assistant EE16A/B

UC Berkeley
Jan 2018 - May 2019

PROGRAMMING LANGUAGES

Python, Java, C/C++, CUDA, Pytorch, Tensorflow, Kotlin, Swift, React-Native, GO, JavaScript, SQL, HTML, C#