

Jason Cheung

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EDUCATION

Northeastern University

Boston, MA | May 2025 | GPA: 3.92

Candidate for Bachelor of Science in Computer Science

Activities & Societies: Dean's Scholarship, Dean's List, Boston1 Dragon Boat, NEU Dragon Dance, Lion Dance

Related Coursework: Fundamentals of CS 1 (Racket) & 2 (Java), Discrete Structures, Mathematics of Data Models, Object-Oriented Design, Foundations of Cybersecurity

SKILLS

Technical: HTML5, (S)CSS, JS/TS, React (JS & Native), Java, Python, SQL, Git, Racket, Google Suite, Firebase

Languages: Mandarin (Speaking Proficiency)

EXPERIENCE

Khoury College of Computer Sciences | Teaching Assistant

Boston, MA | May 2022 - June 2022

- Teaching Assistant for Fundamentals of Computer Science 2 (CS2510).
- Reinforced student learning of Java through one-on-one office hours.
- Responsible for grading assignments and exams, and providing feedback.

Generate Product Development | Build Studio Software Engineer

Boston, MA | Jan 2022 - May 2022

- Designing and implementing a full-stack application that enables music artists to place their songs on playlists of their choice by connecting them with playlist curators for [CORBAL Distribution](#).
- Responsible for creating and testing Django API endpoints and using Spotify APIs for the frontend.
- Technologies Used: React.js, Django API, Redux, Docker, SQL

Disrupt - The FinTech Initiative | Co-Director of Technology

Boston, MA | Jan 2022 - Present

- Developing mobile app aimed to educate students on FinTech, provide real-time club updates, and implement a reward system. Responsible for updating Disrupt's [website](#) regularly. Hosted Figma and Finance API workshops for Finnovate program.
- Technologies Used: React Native, Expo, Firestore, Wordpress

VOLUNTEER

Steel City Codes NYC | Programming Teacher

Manhattan, NY | Sep 2020 - Jul 2021

- Instructed 20+ NYC middle school students in beginner Python and intermediate Java to promote inclusivity in computer science through cost-free lessons.
- Assembled lesson plans and worked to improve teaching style to better deliver coding concepts. Assessed student performance and addressed areas of improvement.

MY PROJECTS

Codenames | [GitHub](#) | [Website](#)

- Replication of the online multiplayer game: Codenames. Spymasters guess words based on given clues.
- Technologies Used: React.js, Firebase Realtime Database

Workout Tracker | [GitHub](#) | [Website](#)

- An online workout tracker that keeps track of a user's workouts, templates, and more with Google login.
- Technologies Used: React.js, TypeScript, Firestore

Image Processing | [Code](#)

- An image processing MVC application that supports text-based and GUI-based user interfaces.
- Supports features like flipping, greyscaling, downscaling, sepia, partial image manipulation and more.
- Developed using object-oriented design principles and patterns.
- Technologies Used: Java, Swing