Jason Cheung

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EDUCATION

Northeastern University   **Boston, MA | May 2025 | GPA: 4.0**
Candidate for Bachelor of Science in Computer Science
Activities & Societies: Deans 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

Brooklyn Technical High School   **Brooklyn, NY | June 2021 | GPA: 4.0**
Major: Software Engineering
Activities & Societies: Honor Roll (2018-2021), AP Scholar w/ Distinction (2019-2021), National Honor Society (2018-2021), Treasurer of Dragon Boat Club, DCH Dragon Boat, Lion Dance
Related Coursework: Web Development, IT & Data Analytics, Digital Electronics, AP Computer Science A

SKILLS

Technical: HTML5, (S)CSS. JavaScript, TypeScript, React.js, React Native, Java, Python, SQL, Git, Racket, Google Suite
Languages: Mandarin (Speaking Proficiency)

EXPERIENCE

Generate Product Development | *Build Studio Software Engineer*   **Boston, MA | Jan 2022 - Present**
- 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.
- Technologies Used: Azure Data Studio, Docker, Django, React.js, Redux

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 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

Data Science Billion Oyster Project | *Project Lead*   **Manhattan, NY | Aug 2020 - Aug 2020**
- Presented findings on the relationship between pH levels and oyster survival rates through data wrangling and visualization. Filtered real data sets from NYC's Billion Oyster Project using Python.
- Technologies Used: Python, GitHub, Google Colab

America On Tech UX Design | *Student*   **Manhattan, NY | Jul 2020 - Aug 2020**
- Designed, wireframed, and prototyped an app called Artful Skins, a social media app for tattoo artists.
- Received 150 hours of user experience design training over 6 weeks.
- Earned Best UX Design Prototype among 30+ students.
- Technologies Used: Figma, Whimsical, inVision

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
- My version 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