Jason Cheung

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EDUCATION

Northeastern University

Boston, MA | Dec 2024 | GPA: 3.91/4.0

Candidate for B.S. in Computer Science · Concentration in Artificial Intelligence

Activities & Achievements: Dragon & Lion Dance, Dragon Boat, Dean's Scholarship, Dean's List

Related Coursework: Algorithms & Data, Software Development, Object-Oriented Design, Discrete Structures,

Fundamentals of Computer Science 1 & 2, Foundations of Data Science, Computer Systems, Theory of Computation

SKILLS

Technical Languages: TypeScript, Dart, Java, Python, HTML/(S)CSS/JS, Bash, GraphQL, SQL

Frameworks/Technologies: Git, React, Flutter, GCP, MongoDB, Firebase, Node.js, Docker, CI/CD, Agile Methodologies

EXPERIENCE

Motorola Solutions | Software Engineer Co-op

Somerville, MA | Jan 2023 - Aug 2023

- Collaborated in an agile team of 6 developers to develop and test the <u>System Design Tool</u>, a robust web app using React, TypeScript, GraphQL, and MongoDB that enables customers to design advanced surveillance systems.
- Developed an admin tool to support the addition of new camera and storage devices, replacing a former system that required a new release per new device launch.
- Designed API endpoints that minimized data transfers, enhanced data integrity, and improved scalability.
- Created a robust, standardized form hook that streamlined form submissions, updates, and error-handling.
- Set up CI with Github Actions and implemented Jest unit and integration tests, improving overall test-coverage.
- Engaged in code reviews to ensure best coding practices and address application vulnerabilities.

Palapa | Software Engineer

Manhattan, NY | May 2022 - Present

- Collaborated in an agile team of 3 developers and 1 designer to develop and deploy a no-code AI-assistant marketplace app using Flutter, TypeScript, and GCP & AWS services.
- Leveraged Firestore and Firebase Cloud Functions to efficiently scale app infrastructure, enhance data integrity/security, and seamlessly integrate with other Firebase services.
- Implemented dynamic links to enable cross-platform sharing, streamline user experiences, and gain analytical insights.
- Implemented a new, modernized UI using Material3 to create an intuitive interface and increase engagement.
- Maintained comprehensive documentation and created time-saving scripts, significantly reducing inconsistencies, improving productivity, and facilitating the onboarding process.
- Conducted thorough user testing to address bugs and performance issues before deploying to App Store.

Sandbox | Software Developer

Boston, MA | Sep 2022 - May 2023

- Collaborated in a team of 5 developers and 2 designers to help a non-profit client create ScoutTrek, an app to help manage boy/girl scout troops. Built using React Native, GraphQL, GCP App Engine, and MongoDB.
- Successfully converted an existing JS codebase to TS to improve maintainability and promote future extensibility.
- Implemented a new state management infrastructure using Zustand that replaced existing React context-based dispatches to reduce errors and enhance developer experience.
- Redesigned database models to better reflect relationships and facilitate smoother data queries and mutations.
- Developed web-dev challenges and conducted interviews for new club applicants to assess their technical abilities and motivation for contributing positively to the club's community and projects.

PROJECTS

ClubsNEU

- A web app for Northeastern clubs that allows students to easily explore clubs and subscribe to club mailing lists/event calendars, and eboard members to better manage their club presence.
- Built with Solid, TypeScript, Prisma, GraphQL, Fastify, Firebase Authentication/Storage, SQL Database