

# Jason Feng

Rocklin, California

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[jasonfeng365@gmail.com](mailto:jasonfeng365@gmail.com)

Oracle certified Java developer and competitive programmer, pursuing a M.S. in Computer Science at UCLA

ICPC Pacific Northwest judge; 2025 North American Championship contestant, first place at 2023 Division 2 PacNW ICPC

Experience in fullstack and mobile development and task automation, along with problem solving and algorithm design

## EXPERIENCE

### Judge / Organizer + Systems Ops / Solo Organizer

ICPC / UC Davis ACPC / Sierra College SCPE

Codeforces/Polygon, DSA, Markdown, LaTeX

Cupertino / Davis / Rocklin, CA | September 2023 – Present

- Co-wrote annual Pacific Northwest ICPC problem sets for 450+ college contestants from 100+ self-written challenges
- Singlehandedly wrote biannual educational Sierra College contests; led student teams to host annual UC Davis contests
- Developed a custom contest administration system to track contestants' progress, and to alert if a contestant is stuck

### Android Development Intern

AgScout.ai - Agricultural Scout

Android, GCP, [tus](#), Kotlin, Node.js, Express, K8

Davis, CA | June 2025 – September 2025

- Developed an automatic file uploader for resumable overnight transfers from Android phone to Google Cloud Bucket
- Ensuring data is verified with chunk- and file-level checksums, and that no data is lost through many layers of failsafing
- Eliminates manual upload work and supervision; automatically activates while charging and with high-speed internet

### Embedded Systems Research Assistant + Intern

Laboratory for Embedded and Programmable Systems

Qt Creator, Doxygen, Lambda, API Gateway

Davis, CA | July 2024 – February 2025

- Refined a prototype Qt signal processing GUI to read in frequency-domain using Fast Fourier Transforms
- Documented a Qt Creator codebase for a medical transabdominal fetal oximetry system using Doxygen
- Built and demonstrated a Qt iPhone application to wirelessly update a desktop Qt application using websockets

## PROJECTS

### CANIS

Contest Administration, Notifications, and Information System

Spring, Gradle, OCI, Google Apps Script, STOMP

Personal project | July 2024 - Present

- Fullstack Java Spring application for automation of UC Davis's and Sierra College's competitive programming contests
- Integration with Codeforces and HackerRank platforms into standardized submission data for push notifications
- Cloud-hosted public REST API, web interface for contest creation and management, and self-schedulable notifications

### CycleGuard

Gamified embedded smart helmet and smartphone interface

Flutter, Spring, Cloud Run, DynamoDB

UC Davis Capstone Project | January 2025 - June 2025

- Collaborated with seven peers to develop a cross-platform Flutter smartphone application with a self-made smart helmet
- Wrote by myself and documented a well-maintained Spring backend following principles of clean code, hosted on GCP
- Features user leaderboards and achievements, with beta testing with feedback from numerous cyclists across Davis

### Build Your Own Labyrinth

2.5D isomorphic maze game for TI LaunchPad microcontroller

C, Flask, AWS IoT, Bootstrap, Vue.js, Fabric.js

UC Davis Embedded Systems | May 2024 - June 2024

- Wrote a 2.5D isomorphic rendering and physics engine in C from scratch, for a microcontroller and a 128x128 OLED
- Connected an AWS IoT Rest API and a Fabric.js level editor and viewer with a Flask backend for a full-stack application
- Built the class's best project in Spring 2024; offered an embedded systems internship position with my project teammate

## EDUCATION

### UCLA Samuelli School of Engineering

Pursuing Computer Science, M.S.

Los Angeles, CA

September 2025 - present

### UC Davis College of Engineering

Sole recipient of the 2025 Computer Science and Engineering Outstanding Senior award

Computer Science and Engineering, B.S with highest honors; 4.0 GPA

Davis, CA

September 2023 - June 2025

## SKILLS

**LANGUAGES** | Java, Kotlin, Python, Dart, C, C++, C#, HTML, JavaScript, ARM, PSQL

**LIBRARIES** | Spring, Flask, PyTorch, Keras, TensorFlow, Flutter, Qt, Unity, Bootstrap, Vue.js, Node.js, Axios, Fabric.js

**TECHNOLOGIES** | Gradle, Git/GitHub, AWS, GCP, OCI, Doxygen, Docker, Selenium, Android