

Jason Feng

Rocklin, California

[jasonfeng365.github.io](https://github.com/jasonfeng365)

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Oracle certified Java developer and competitive programmer, pursuing a B.S. in Computer Science and Engineering at UC Davis
North American Championship qualifier at Division 1 PacNW ICPC 2024, first place at Division 2 PacNW ICPC 2023
Experience in full stack development and task automation, along with problem solving and algorithm design

EXPERIENCE

Intern and Research Assistant

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

Vice President

Davis Competitive Programming Club

Polygon, C++, competitive programming

Davis, CA | June 2024 – Present

- Co-led a UC Davis team to host two annual [Aggie Competitive Programming Contests](#) with 120+ participants each
- Maintained a catalog of 80+ self-written challenges, contributing [seven out of 22 problems](#) across two contests
- Lectured on advanced topics like max-flow and binary exponentiation, and led the club's Advent of Code participation

Lead Code Sensei

Code Ninjas Rocklin

Python, JavaScript, C#, Unity

Rocklin, CA | September 2021 – Present

- Tutored competitive programming to advanced students, who achieved second place in HPE CodeWars out of 45+ teams
- Taught game development in Scratch, JavaScript, and Unity to over 200 students aged 7-14
- Organized a scalable and efficient system for storing game files, across 20 students sharing 10 laptops

PROJECTS

CANIS

Contest Administration, Notifications, and Information System

Spring, Gradle, OCI, Apps Script, DynamoDB

Personal project | July 2024 - Present

- [Work-in-progress fullstack Spring Boot application](#) for automation of my [competitive programming contests](#)
- Integration with Codeforces and HackerRank platforms - currently serving [UC Davis's](#) and [Sierra College's](#) contests
- Cloud-hosted public REST API, web interface for contest creation and management, and self-schedulable notifications

Build Your Own Labyrinth

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
- Made Rest GET and POST requests in C to load and play user-submitted levels

Codeforces Recommender

Two interfaces for Codeforces problem recommendation

SQLite, Discord.py, PropelAuth, Flask, REST

HackDavis 2024 | April 2024

- Collaborated alongside three peers to provide a reliable interface for recommending competitive programming problems
- Developed a frontend to link user accounts to Codeforces accounts using PropelAuth and SQLite
- Implemented a backend API with multiple features, such as filtering by tag and a smart recommendation system

EDUCATION

UC Davis College of Engineering

Pursuing Computer Science and Engineering, B.S. - 4.0 GPA, Dean's Honor List

Davis, CA

September 2023 - Present

Sierra College

A.S. in Mathematics, Natural Science

A.S. for Transfer in Physics, Computer Science - 3.8 GPA

Rocklin, CA

June 2021 - May 2023

SKILLS

LANGUAGES | Java, 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, Google Apps Script, Doxygen, Docker, OCI