Jason Feng

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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**   **Codeforces/Polygon, DSA, Markdown, LaTeX**
ICPC / UC Davis ACPC / Sierra College SCPE   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   **Android, GCP, tus, Kotlin, Node.js, Express, K8**
AgScout.ai - Agricultural Scout   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   **Qt Creator, Doxygen, Lambda, API Gateway**
Laboratory for Embedded and Programmable Systems   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   **Spring, Gradle, OCI, Google Apps Script, STOMP**
Contest Administration, Notifications, and Information System   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   **Flutter, Spring, Cloud Run, DynamoDB**
Gamified embedded smart helmet and smartphone interface   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   **C, Flask, AWS IoT, Bootstrap, Vue.js, Fabric.js**
2.5D isomorphic maze game for TI LaunchPad microcontroller   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 Samueli School of Engineering   **Los Angeles, CA**
Pursuing Computer Science, M.S.   *September 2025 - present*

UC Davis College of Engineering   **Davis, CA**
Sole recipient of the 2025 Computer Science and Engineering Outstanding Senior award   *September 2023 - June 2025*
Computer Science and Engineering, B.S with highest honors; 4.0 GPA

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