

Jason Feng

Rocklin, California

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Oracle certified Java developer and competitive programmer, pursuing a B.S. in Computer Science and Engineering at UC Davis

First place at Division 2 ICPC 2023, qualified for North American Championship at Division 1 ICPC 2024

Experience in full stack development and task automation, along with problem solving and algorithm design

EXPERIENCE

Intern and Research Assistant

UC Davis Laboratory for Embedded and Programmable Systems

Qt Creator, Doxygen, Lambda, API Gateway

Davis, CA | July 2024 – Present

- 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

Secondary Leader

Davis Competitive Programming Club

Polygon, C++, Python, competitive programming

Davis, CA | June 2024 – Present

- Worked with UC Davis's competitive programmers to host the second annual [Aggie Competitive Programming Contest](#)
- Maintained a challenge catalog of 70+ self-written challenges, contributing [four out of twelve](#) problems for the ACPC
- Lectured on multiple competitive programming concepts, such as dynamic programming and bitmasks

Lead Code Sensei

Code Ninjas Rocklin

Python, JavaScript, C#, Unity

Rocklin, CA | September 2021 – Present

- Taught game development in Scratch, JavaScript, and Unity to over 200 students aged 7-14
- Tutored competitive programming and fullstack development to older students
- 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, AWS SDK, OAuth2, DynamoDB

Personal project | July 2024 - Present

- [Work-in-progress fullstack Spring Boot application](#) for automation of my [competitive programming contests](#)
- Integration with popular websites such as LeetCode, HackerRank, and Codeforces
- Cloud-hosted public REST API, website interface for contest creation and management, and scheduled 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, C/C++, C#, HTML, JavaScript, ARM, PSQL

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

TECHNOLOGIES | Gradle, Git/GitHub, AWS, Google Apps Script, Doxygen, Docker