Jason Osorio Marin

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Education

Stony Brook University, *Bachelor of Science in Computer Science*   **May 2023**
Relevant courses:
- Software Engineering, Cloud Computing, User Interface Development, Data Structures, Computer Networking, Object Oriented Programming, Analysis of Algorithms, Compiler Design, Scripting Languages

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Skills

- **Programming Languages And Frameworks:** Next.js**,** JavaScript, TypeScript, Tailwind CSS, React, Java, C, MongoDB, SQL, Python, C#, Bootstrap, YAML, HTML, CSS, MIPS Assembly
- **Tools and Software:** Docker, Kubernetes, NGINX, Node.js, Visual Studio, Blender, Git
- **Computer Operation:** Windows, Linux, Microsoft Office (Word, PowerPoint, Excel)

Projects

Your World, *Academic Project*   **May 2023**
- Developed an interactive map application using React, React Leaflet, and MongoDB, incorporating features such as zooming, marker customization, and data layer filtering. Implemented a CI/CD pipeline for seamless development and deployment, ensuring efficient delivery of new features and bug fixes.

STARS, *Academic Project*   **Aug 2022 – May 2023**
- Contributed to the enhancement of a Python-based MIPS assembly interpreter utilizing SLY as the parser and tokenizer by debugging and resolving parsing issues, implementing warnings for improper register conventions, updating test cases, and optimizing code for improved performance.

Decaf Compiler, *Academic Project*   **May 2023**
- Led the development of a project involving the compilation of Decaf files into MIPS assembly code using PLY (Python Lex-Yacc). Implemented robust type checking mechanisms and constructed an Abstract Syntax Tree (AST) to detect and handle any potential runtime issues, ensuring the generation of error-free and optimized MIPS assembly code.

YelpCamp, *Personal Project*   **May 2022 – June 2022**
- Created a full-stack application that leverages Bootstrap for front-end design, Node.js for server-side development, MongoDB as the database, and Mapbox for interactive map visualization. The application enables user authentication, allowing users to rate and review campsites similar to Yelp, post their own campsites, and view a comprehensive map display showcasing all the campsites available on the website.

Work Experience

Software Coder   **Sept 2022 – May 2023**
- Developed an immersive virtual reality educational game for faculty-affiliated clients in collaboration with the Teaching and Learning Lab. Leveraging the Babylon.js framework, created realistic 3D scenes, accurate laboratory equipment models, and implemented VR functionalities, delivering an engaging and educational chemistry safety experience.

Teaching Assistant   **Jan 2022 – May 2023**
- Served as a Teaching Assistant for a low-level MIPS assembly and C class, facilitating recitation sessions for a cohort of 30 students over a 14-week period. Conducted informative office hours to provide guidance and assistance in debugging code, ensuring students' comprehension and mastery of the course material.

Computer Science Summer Institute, Online Google, Inc.   **Jul 2020**
- Participated in a 4-week intensive computer science summer program for high-achieving students.
- Completed an introductory project-based JavaScript processing curriculum taught by Google engineers.
- Configured 5 individual coding projects using concepts such as variables, data types, and functions.
- Attended product design, resume development, and software engineering interview workshops.
- Delivered a collaborative final project presentation that included a live demonstration to Google employees.