JASON MAA

13109 Piney Knoll Lane, Potomac, MD

(240) 463-3171 | jasonmaa3955@gmail.com | github.com/jasmaa | linkedin.com/in/jasmaa

EDUCATION

University of Maryland, College Park *Aug. 2018 - May 2022*
Bachelor's Computer Science *GPA: 3.94*

TECHNICAL SKILLS

Languages   Python, Java, Javascript, SQL, Go, C
Technologies   AWS, Django, React, Docker, Unity, Blender

EXPERIENCE

Google Summer of Code w/ aimacode *Jun. 2019 - Aug. 2019*
Student Developer

· Contributed Javascript visualizations to a supplementary project for the AIMA textbook aiming to teach concepts in AI online.
· Used React and Three.js to build interactive demos explaining the Canny edge detection algorithm.

Summer Research Internship *Jul. 2017 - Aug. 2017*
Research Intern *College Park, MD*

· Developed a VR application and used it to confirm a significant factor related to VR sickness.
· Used Java and OpenGL to create a simulation for HTC Vive to measure disparities in depth perception.

PROJECTS

King of the Room *Jan. 2019*

· Published an Amazon Alexa app with over 100 unique downloads that allows users to assert ownership of a room.
· Used Lambda to process intents and DynamoDB to store queries.

Protobowl VR *Dec. 2018 - Jan. 2019*

· Released an Oculus client to bring online quizbowl into VR.
· Used Unity with the Oculus SDK to develop for the Rift and WebsocketSharp to parse game data.

Kuiperbowl *Nov. 2018 - Present*

· Designed a multiplayer quizbowl application to provide a platform for practicing quizbowl online.
· Used Django as the web framework, websockets for real-time communication, and AWS for deployment.

Portal Helper *Nov. 2017 - Present*

· Developed a Java API for accessing grades in my county's school system for use in Android.

ACTIVITIES

UMD XR Club *Sep. 2018 - Present*
Member *College Park, MD*

· Built applications in Unity for Google Cardboard and Oculus Rift and discussed advancements in VR and AR technology.