

Jason Maa

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EDUCATION

University of Maryland, College Park

Bachelor's Computer Science; GPA: 3.94

College Park, MD

Aug. 2018 – May 2022

PROGRAMMING SKILLS

Languages: Python, Java, Javascript, C#, Go

Technologies: AWS, Django, Unity, Blender

EXPERIENCE

VR Summer Research Internship

Research Intern

College Park, MD

Jul. 2017 - Aug. 2017

- Worked at the University of Maryland under the mentorship of Dr. Matthias Zwicker.
- Developed a simulation for HTC Vive using Java and OpenGL and used it to evaluate disparities in depth perception within VR.

PROJECTS

King of the Room

Jan. 2019

- Published an Amazon Alexa app that keeps track of the king of a room.
- Used Lambda and DynamoDB to let a user set and query for a room's king.

Protobowl VR

Dec. 2018 – Jan. 2019

- Developed an Oculus client in Unity to play quizbowl online.
- Used Oculus SDK to create a virtual space and WebsocketSharp to parse data from the game server.

Kuiperbowl

Nov. 2018 – Present

- Designed and hosted a real-time, multiplayer quizbowl web application.
- Wrote a Django back-end that communicates with a browser JS client using websockets to coordinate rounds.

Portal Helper

Nov. 2017 – Present

- Developed a Java API for accessing grades in my county's school system using jsoup.

Mana Filter

Aug. 2017

- Wrote a computer vision program that pastes hat images on heads.
- Used OpenCV to find faces in images and post-process hats above them using PIL.

ACTIVITIES

UMD XR Club

Member

College Park, MD

Sep. 2018 - Present

- Experimented with VR and AR development and discussed advancements in the technology.

MBHS VR Club

President

Silver Spring, MD

Sep. 2016 - Aug. 2018

- Built applications in Unity for Google Cardboard and Oculus Rift.
- Gave presentations on topics within VR and computer graphics.