

JASON MAA

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EDUCATION

University of Maryland, College Park
Bachelor's Computer Science

Aug. 2018 - May 2022
GPA: 3.97/4.0

TECHNICAL SKILLS

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

EXPERIENCE

Google Summer of Code w/ aimacode
Student Developer

Jun. 2019 - Aug. 2019

- 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
Research Intern

Jul. 2017 - Aug. 2017
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

Speed Trig

Dec. 2019 - Present

- Released a mobile application built in React Native to help students practice trigonometry problems.

King of the Room

Jan. 2019

- Published an Amazon Alexa app with over 100 unique downloads that allows users to track 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 web and mobile application for practicing multiplayer quizbowl online.
- Used Django and websockets to perform asynchronous communication and AWS for deployment.

ACTIVITIES

UMD XR Club
Member

Sep. 2018 - Present
College Park, MD

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