

Jason Zhang

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Experience

AI THINKTANK, Software Engineer Intern

July 2020 - September 2020

AI THINKTANK

Bellevue, WA

- Experimented with 3D humanoid kinematics and quaternion rotation for displaying machine learning pose estimation data
- Integrated Unity as a Library on Android using C#, Java, and Kotlin

Key Club, Community Service Manager

March 2020 - June 2021

Eastlake High School Key Club

Sammamish, WA

- Created a website for 3000+ students at my high school to track service hours by using JavaScript, React, and Firebase (ehs-service.org)
- Managed an open sourced community on GitHub for future maintenance

Education

University of Washington

2021 - 2025

Undergraduate Student

Seattle, WA

Classes: Computer Programming II, Calculus III

Current Classes: Hardware/Software Interface, Foundations of Computing

Eastlake High School

2017 - 2021

Student

Sammamish, WA

GPA: 4.0/4.0

AP: AP Biology (5/5), AP Calculus AB (5/5), AP Calculus BC (5/5), AP Chemistry (5/5), AP Computer Science P (5/5), AP Computer Science A (5/5), AP Government (5/5), AP Macroeconomics (5/5), AP Microeconomics (5/5), AP Statistics (5/5), AP Physics 1 (5/5), AP Statistics (5/5).

Advanced Classes: Multivariable Calculus, Linear Algebra

Skills and Languages

Languages: C, C++, C#, Java, JavaScript(React, NodeJS), Python, Rust

CI/CD: GitHub Actions

Cloud: Firebase Functions, Firestore

Version Control: Git, GitHub

Video Editing: Davinci Resolve, Adobe Premiere Pro, Adobe After Effects

Photography and Graphics: Adobe Photoshop, Adobe Lightroom

Extracurricular

VEX Robotics Team 3638A: Worked in a team environment to implement robotics controls, autonomous controls, computer vision, PID control, and odometry. in C++ and C for the Vex Robotics Competition.

HOSA International Competitions: Won first place internationally at the HOSA International Leadership Conference for creating a public service announcement regarding current health issues.

Projects

React Personal Portfolio: Personal portfolio built using React. Implemented different animation and styling libraries. Deployed using GitHub Actions.

Cloude: A collaborative browser based programming IDE and compiler that allows programmers to work on the same project in real-time without merging conflicts. Using React and Microsoft Fluid Framework.

Unite NEAT: Popular algorithm Neural Evolution of Augmented Topologies(NEAT) implemented with Unity C#.

N-Body Simulator: 2D and 3D N-Body Simulator implemented with Python.

Vitality: Android App developed using Android Studios for the purpose of tracking overall health and fitness.