

JASON ZHANG

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EDUCATION

UNIVERSITY OF WASHINGTON

Computer Science

3.88/4.0 GPA

2021-2024

EASTLAKE HIGH SCHOOL

4.0/4.0 GPA

2017-2021

LINKS

LinkedIn:

<https://www.linkedin.com/in/zjjc123/>

GitHub:

<https://github.com/Zjjc123>

SKILLS

Languages

C • C++ • C# • HTML • CSS • Java

JavaScript • TypeScript • Python

Rust • SQL

Frameworks and Libraries

React.js • Next.js • Tailwindcss

Node.js • Express

PyTorch • pandas • NumPy

Unity • Pygame

Technical

OOP • Data Structures • Algorithms

CICD • Unit Testing

Version Control • Git • GitHub

Media and Content

Davinci Resolve • Adobe Premiere

Adobe Photoshop • Adobe Lightroom

Soft Skills

Problem Solving • Team Work

Eager to Learn

EXPERIENCES

ML RESEARCH ASSISTANT Seattle, WA

UW Radiation Oncology

December 2022 - Present

- Using NLP to contextualize and analyze large biomedical data, including grant proposals, clinical notes, and safety reports.
- Applying state of the art transformer models, and various supervised and unsupervised learnings methods.

RESEARCH ASSISTANT Seattle, WA

UW Applied Hearing Science Lab

December 2022 - Present

- Using React.js to develop accessible and dynamic UI for self hearing aid fitting.
- Creating a Node.js server to serve React app and communicate with the hearing aid firmware and settings.
- Designing a user friendly and intuitive UI for the hearing aid fitting process.

SOFTWARE ENGINEER INTERN Bellevue, WA

Sportsbox AI

July 2020 - September 2020

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

COMMUNITY SERVICE MANAGER Sammamish, WA

Key Club - Eastlake High School

March 2020 - June 2021

- Created a website for 3000+ students at Eastlake High School to track service hours
- Implemented various cutting edge technologies such as React.js, Redux, Tailwindcss, and Firebase.
- Led a team of 5+ students to develop the website using GitHub project management.

ACHIEVEMENTS

2ND PLACE @ EBAY ML CHALLENGE 2022

November 2022

We placed second place in the eBay ML Challenge 2022 by training robust Name Entity Recognition models that classified various labels in product titles. We used various NLP techniques including custom embeddings and transformer models.

T-MOBILE MOST MARKETABLE HACK @ DUBHACKS '22

October 2022

Won the largest hackathon in the PNW, DubHacks '22, by creating a Package Tracking Device using T-Mobile DevEdge IoT Developer Kit. We wrote custom firmware for the DevEdge Kit that collects, logs, and sends telemetry data.

FINAL HOUR WINNER @ JANE STREET ETC

July 2022

Won the Final Hour of Jane Street's 2022 Seattle Electronic Trading Competition. Using Python and advanced Market Making Strategies, we created the most profitable trading and market making bot in the end to generate the most profit each round in a simulated market.

PROJECTS

GUIPY | Python

May 2022 - Present

Open source UI componenets library published on PYPI for pygame. Aimed to make simulation, graphing, and prototyping easy and pain free. Continuous Integration and Deployment with GitHub Actions.

RINGIFY | Node.js

April 2020 - Present

Developed a web application called 'Ringify' using a Node.js server, React.js UI, and Spotify's OAuth 2.0 authentication. Implemented server-side routing and data management using Node.js, and utilized React.js for dynamic user interface updates.

PERSONAL PORTFOLIO | Typescript

April 2020 - Present

Building a fully functional, modern, and responsive personal portfolio website with React.js and Next.js. Continuously deployed to GitHub Pages using CI/CD. The website contains clean UIs, smooth animations, and an intuitive user experience.