

# JASON ZHANG

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## EDUCATION

### UNIVERSITY OF WASHINGTON

#### COMPUTER SCIENCE

2021-2024

### EASTLAKE HIGH SCHOOL

4.0 Unweighted GPA

2017-2021

## LINKS

### LinkedIn:

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

### GitHub:

<https://github.com/Zjjc123>

## SKILLS

### TECHNICAL SKILLS

#### Languages

C • C++ • C# • HTML • CSS • Java  
JavaScript • TypeScript • Python  
Rust

#### 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

### UW RADIATION ONCOLOGY | NLP RESEARCH ASSISTANT

December 2022 - Present | Seattle, WA

Using NLP to contextualize and analyze the large amount of unstructured biomedical data, including grant proposals, clinical notes, and safety reports.

### UW APPLIED HEARING SCIENCE LAB | RESEARCH ASSISTANT

December 2022 - Present | Seattle, WA

Designing a user friendly yet dynamic user interface with React.js for hearing aid tuning targeted towards older users. Creating a backend Node.js server to interact with the hearing aid firmware and settings.

### SPORTSBBOX AI | SOFTWARE ENGINEER INTERN

July 2020 - September 2020 | Bellevue, WA

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

### KEY CLUB | COMMUNITY SERVICE MANAGER

March 2020 - June 2021 | Sammamish, WA

Created a website for 3000+ students at my high school to track service hours by using JavaScript, React, and Firebase.

## ACHIEVEMENTS

### EBAY ML CHALLENGE 2022 | 2ND PLACE

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.

### DUBHACKS '22 T-MOBILE TRACK | MOST MARKETABLE HACK

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.

### JANE STREET ETC SEATTLE 2022 | WINNER OF FINAL HOUR

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

### RINGIFY | JAVASCRIPT

November 2021

Developed a web application called Ringify using a Node.js server and a React.js frontend. Utilized Spotify's OAuth 2.0 authentication system to allow users to view a collection of new releases from artists they follow. making it easy to discover new music.. Implemented server-side routing and data management using Node.js, and utilized React.js for dynamic user interface updates.

### GUIPY | PYTHON

May 2022 - Present

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