Jason Zhang

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Education

University of Washington   May 2025
Computer Science B.S.   *Seattle, WA*
- 3.84/4.0 GPA
- Relevant Coursework: Algorithms, Hardware Software Interface, Data Structures and Parallelism, Systems Programming, Database Management, Data Visualization, Machine Learning, Natural Language Processing

Experience

Vial   Incoming
Software Engineering Intern   *Remote*
- Incoming 2024 Summer Software Engineer Intern

Optum   June 2023 - September 2023
AI Engineering Intern   *Remote*
- Facilitated the upload of millions of electronic health documents using AWS Serverless Application Model Stack.
- Designed and deployed data pipeline using AWS SAM, Cloud Formation, S3, Lambda, and EventBridge.

University of Washington   December 2022 - August 2023
Research Assistant   *Seattle, WA*
- Used NLP to contextualize and analyze extensive biomedical data, including grant proposals, clinical notes, and safety reports.
- Applied state-of-the-art transformer models, and various supervised and unsupervised learning methods to medical data.

Applied Hearing Science Lab   December 2022 - August 2023
Research Assistant   *Seattle, WA*
- Collaborated with UI Designers to seamlessly integrate impactful and user-friendly interfaces.
- Used React.js to develop accessible and dynamic UI for a novel self hearing aid fitting process.
- Created a Node.js server hosted on OpenMHA firmware to serve React app and communicate with the hearing aid firmware and settings.

Sportsbox AI   July 2020 - September 2020
Software Engineering Intern   *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.

Events and Awards

eBay ML Challenge 2022   Novemeber 2022
2nd place at eBay Competition   *Seattle, WA*
- Lead a team to place second place in the eBay ML Challenge 2022
- Trained robust NER models using transformers that classified various labels in product titles.

Dubhacks '22 T-Mobile Track   October 2022
Most Marketable Award   *Seattle, WA*
- Won the Most Marketable Award by creating a Package Tracking Device using T-Mobile DevEdge IoT Developer Kit
- Wrote custom firmware code in C to collect and analyze data from various sensors.

Jane Street ETC (Electronic Trading Challenge)   July 2022
Live simulated market making competition   *Seattle, WA*
- 1st place in "Final Hour" scoring: $1.5k total cash prize awarded to our team.
- Created the best trading and market-making bot to generate the most profit each round in a simulated market.

Projects

Visualization: Turkiye-Syria Earthquakes   March 2022
A story told through data visualization
- Developed an interactive scrolling narrative visualization using React and D3.js
- Amplified the lesser-told story about the Turkiye-Syria Earthquakes that devastated the region in February of 2023.
- Constructed various animated maps, bar charts, and other visualization techniques. Won best overall presentation in UW CSE 442 Wi.

Guipy   May 2022
A python UI open-sourced library
- Founded a pygames UI components library that allows users to quickly create graphical interfaces.
- Created automatic polishing and version tagging with GitHub Action.

Technologies

- **Languages:** C++, C#, Java/Kotlin, SQL, Python, Rust, JavaScript, TypeScript.
- **Cloud:** Google Firebase, Azure SQL Databse, AWS Lambda, AWS S3, AWS EventBridge, AWS Cloud Formation
- **Data Science:** Transformers, Hugging Face, PyTorch, Pandas, NLTK, scikit-learn.
- **Web Dev:** Node.js, React.js, Next.js, Tailwindcss, D3.js, Vega-Lite.
- **Misc:** Unity, Git, GitHub Actions, Docker, Unix, Figma
- **Media:** Adobe Photoshop, Adobe Lightroom, Adobe Premiere Pro, Davinci Resolve