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

SPORTSBOX 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

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.

PERSONAL PORTFOLIO | JavaScript
April 2020 – Present
Building a fully functional, modern, and responsive personal portfolio website with React. Continuously deployed to GitHub Pages using GitHub Actions. The website contains clean UIs, smooth animations, and an intuitive user experience.

NEAT | C#
July 2020
Implemented Machine Learning Genetic Algorithm Neural Evolution of Augmenting Topologies with Unity C#.