Jason Hsi

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EDUCATION

B. S. in Computer Science (Completed) - 3.73 GPA University of Alaska Fairbanks

SKILLS & COMPETENCIES

C/C++, Java SE8, Python, Windows development, WSL 2, PowerShell/bash scripting, SQL databases, Git, GitHub, Jira, Docker, Kubernetes, Swagger, Angular, RxJS, HTML, CSS, SCSS, Foundation, object-oriented principles, Agile development, design patterns, data structures, multithreading, Unreal Engine 4 Visual Scripting

WORK EXPERIENCE

Associate Software Engineer - NextGenFed, Nebraska/West Virginia (05/2020 - present)

Mainly supported a machine learning project that works with weather data; it includes features such as: training, predicting, evaluating, and data-transformation. I was responsible for creating many of the new UI features and fixing UI bugs, getting rid of code-smells generated by SonarQube, scripting object registration within the UI for development uses, as well as building and testing docker images for the training/transforming pipeline.

Virtual Reality Developer - Leidos, Nebraska (10/2019 - 05/2020)

Supported the development of Air Force pre-flight checklist software. The contract objective was to create aircrafts in virtual reality to reduce the cost of training students in a scalable way. I was responsible for creating an object hierarchy featuring motion-based interactions, HMD-based interactions, as well as a checklist manager class to guide end-users in completing objectives in a sequential manner.

Software Engineer Intern - Cook Inlet Tribal Council, Alaska (05/2018 - 08/2018)

Worked on input validation from parsed PDF form files and utilized Github for version control. Performed tests, refactored, and debugged on existing codebase to improve processing speed and verification of email suffix/prefix within multi-company SQL server.

PROJECTS

Personal Website (HTML, SCSS, Foundation, chart.js)

[Work in progress] A personal website to explore front-end design concepts and cross-capabilities. github.com/acheeseye/acheeseye.github.io

Front-End Development (Django, HTML, SCSS, Foundation) (2018)

Supported development on a website to promote faster volunteer event planning. I was responsible for the front-end development; this included learning related front-end tools in a short amount of time and

figuring out how to tie in the front-end with back-end databases. Functionality includes viewing an event calendar, adding/removing events/organizations/jobs. github.com/mcszymist/IAIDSWebsite

Neural Network Checkers Player (C, C++, SFML) (2017)

A neural network set to evolve into a high level checkers player. I was responsible for the development of the neural network and debugged the min-max function that a team member created. Worked with file creation/storing for generational data, SFML for checkers GUI creation, C for performance increase in neural network training, as well as reviewing checkers replays for signs of intelligence. github.com/acheeseye/ai-playing-checkers

Postfix Calculator on NASM Stack (NASM x86 assembly) (2017)

A calculator written in assembly that performs postfix calculations. Operators allowed include add, subtract, multiply, and parentheses. I was responsible for inputs and outputs of single-digit operations and documentation of the project. github.com/acheeseye/cs301calculatorProj