Jason Sze

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EDUCATION

Texas A&M University   **Aug 2020 – May 2024**
B.S. Computer Engineering   *GPA: 3.75*

COURSEWORK / SKILLS

- Data Structures
- Computer Architecture
- Discrete Math
- Algorithms
- Circuit Theory
- Digital Systems Design
- Linear Algebra
- Software Engineering
- Signals and Systems
- Statistics
- Computer Systems
- Electronics

WORK EXPERIENCE

Wordspace   **May 2022 – August 2022**
Software Engineer Intern   *Austin, United States*
- Automated company payment system through the use of Wise API and Java web scraping.
- Handled the revision and editing of multiple applications that were used to update the company's database.
- Created a program that notifies the writer whenever an article was ready to be revised.
- Wrote a script that would automatically update an employee's monthly salary based off of work recorded.

Texas A&M   **August 2021 – May 2022**
Programming Tutor   *College Station, United States*
- Tutored sophomores in intro programming classes as well as data structures classes.
- Walked students through homework and made sure key concepts were understood.
- Helped students identify subtle issues with their projects and pushed them to find their own solution.

ShareTea   **July 2019 – August 2021**
Shift Lead   *Austin, United States*
- Worked with 20 other employees to make and sell milk tea and other beverages.
- Maintained the store by cooking toppings, preparing beverages, and cleaning machinery.
- Took orders and made sure all the orders were well paced in order to ensure all the customers received their orders in a timely manner.

PROJECTS

Self-Balancing Binary Tree Creator | C++   **March 2022**
- Created a red-black self-balancing binary tree of choice.
- Deleted, added, and re-balanced nodes based on red-black tree properties.
- Made a UI that displayed the tree, showed how changes modified the tree, and listed which red-black tree properties were violated.

Data Structures Visualization | Python   **September - December 2021**
- Developed a program that inserts nodes into binary trees and linked lists and prints them out.
- Enables the user insert or delete nodes of any data type and automatically sorts the data structure and animates the creation of the data structure.
- Teaching tool to help new students understand the usage of data structures.

Chess Game Simulator | React/Node.js   **August 2021**
- Program simulates an interactable 8 x 8 piece chessboard.
- Movement on the board generated by clicking on the front end and pings the back-end to update the board in real time.
- Implemented a depth first search algorithm that would make sure the king was safe.
- Used object oriented programming to organize and facilitate the classic rules of chess.

TECHNICAL SKILLS

Languages: Python, Java, C++, JavaScript, HTML, LaTeX, React, Node.js

Technologies: VS Code, Eclipse, Linux, CLion, Git, Spyder, XCode, Notepad++