JASON XIE

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EDUCATION

University of California, Berkeley| May 2018   **Cumulative GPA: 3.65|Major GPA: 3.86**
B.A. Computer Science | B.A Applied Mathematics   SAT I: 2310|ACT: 35
Relevant Coursework: Linear Algebra and Differential Equations (A+), Data Structures (A-), Discrete Mathematics and Probability Theory (A), Machine Structures (A-), Artificial Intelligence (A), Efficient Algorithms and Intractable Problems (A), Software Engineering (B+), Machine Learning, Database Systems, Computer Networking
Honors and Awards:
UC Berkeley Regents' and Chancellor's Scholarship   2014 - 2018
United States of America Computing Olympiad (USACO) Silver Division   2014
  • Tests standard algorithmic techniques (e.g. shortest paths, greedy algorithms, dynamic programming)
United States of America Mathematical Olympiad (USAMO) Qualifier   2013
  • Approximately 270 of the top scoring AMC 12 participants are invited (based on AMC 12 and AIME scores)

PROFESSIONAL EXPERIENCE

Yelp | San Francisco, CA   Jun. 2016 – Aug. 2016
Mobile Development Intern
  • Implemented grouped YLTableViews with custom cells which have the capability to handle gesture recognizers
  • Refactored the Check-In and Check-In Comment Views from Objective-C legacy code into swift classes
  • Mocked out classes into Interfaces and Models and used dependency injection to properly write Unit and KIF tests
HandScape | Fremont, CA   May. 2015 – Aug. 2015
Mobile Development Intern
  • Designed a variety of iOS applications that utilized the back-touch capabilities of the HandScape SDK and iPad case
  • Completed many demo applications including a replication of Apple's Photos App and minigames that used SKSprites
  • Created a Rubik Cube app using the custom object creation, 3-D rotation, and camera and lighting properties of cocos3D
     ○ https://itunes.apple.com/us/app/handscube/id1019270678?mt=8

PROJECTS

Lava Mae Reach   Sep. 2016 - Present
  • Using Ruby on Rails with React components to build an interactive forum for Lava Mae, a nonprofit organization
  • Learning to use APIs for Devise to create a user portal and Mapbox to better display Lava Mae's global influence
The Resistance/Avalon   Aug. 2016 - Present
  • Working with a team of 6 to create the official mobile version of The Resistance, and Avalon board games
  • Implementing miscellaneous features as well as testing, debugging, and fixing Objective-C code on the iOS application
Course Finder   Aug. 2015
  • Integrated Facebook API and college courses catalogue into an iOS app in order to connect students with their friends
  • Connected backend to the cloud, which allowed for real time updates over multiple users, through the use of Parse servers
Gitlet   Apr. 2015
  • Created a java program that implemented the local methods of git including commit, branch, merge, and rebase
  • Used the serializable interface in order to save the state of various data structures governing logic of the git commands
TextChange   Nov. 2014
  • Learned to integrate a server-based consumer exchange service using an iOS application during a 72 hour hackathon
  • Familiarized with the MVC model relationships, most of the UI components, and View Controller methods and lifecycles

SKILLS & INTERESTS

Programming Skills: Java, Python, C++, HTML & CSS, Objective C, Swift, SQL, Rails
Interests: Badminton, Squash, Rubik's Cube, Threes, SSBM, Video Game Design, Hackathons