

# Jason Dang

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## EDUCATION

### UNIVERSITY OF CALIFORNIA BERKELEY

BACHELOR'S IN  
COMPUTER SCIENCE  
DATA SCIENCE

May 2024 | Berkeley, CA

College of Letters  
& Science

Cum. GPA: 3.7 / 4.0

Upper Div. GPA: 3.833 / 4.0

## LINKS

Github:// [draynr](#)

LinkedIn:// [Jason Dang](#)

## COURSE WORK

### UNDERGRADUATE

Operating Systems  
Artificial Intelligence  
Machine Learning  
Computer Graphics  
Data Structures  
Algorithms & Intractable Problems  
Databases

## SKILLS

### PROGRAMMING

Languages

Java • Python • Javascript

C • C++ • CSS • Assembly

GD Script • GoLang • Rust • TypeScript

Familiar:

• iOS • Android • MySQL

## ACTIVITIES

Independent game developer

I enjoy designing games in my free time

Competitive Programming

LeetCode Contests

AtCoder Contests

Codeforces Rounds

## EXPERIENCE

### APPLE | IOS AND WATCHOS TECHNICAL INTERN

July 2019 - April 2020 | Sacramento, CA

- Maintained 90+% customer satisfaction rating based on post-support surveys of 100+ users
- Provided high-level technical support to dozens of users daily, resolving software/hardware issues
- Completed internship during high school, sparking early passion for technologies

## TECHNICAL PROJECTS

### CAMERAGEON | GoDot 4, GDSCRIPT, ASEPRITE, CROCOTILE3D

- Developed 2.5D bullet hell warped crawler game with 2D sprites rendered in 3D environment
- Implemented custom shaders for camera effects and physics-based projectile system
- Optimized memory & rendering performance to maintain high frame rates during intense bullet hell gameplay sequences
- Resulted in engaging gameplay experience showcasing computer graphics techniques (ray-casting, per-vertex/fragment operations on meshes, lens diagram)

### AR FURNITURE VISUALIZER | ARKIT, SWIFT, SCENEKIT, BLENDER

- Developed an iOS app that allows users to visualize photorealistic 3D furniture models in their space using ARKit
- Built custom rendering engine with SceneKit to display realistic materials, lighting, shadows, and enable real-time customization

### INTEGRATED BANKING WEB APP | MONGODB, EXPRESS.JS, REACT, NODE.JS, PLAID

- Built full-stack web app enabling users to track transactions across all linked bank accounts
- Integrated Plaid API for secure account linking, reducing need for repetitive manual logins into individual banking portals

### PINTOS DESIGN | C, x86 ASSEMBLY

- Developed a functional operating system based on the pintoOS framework for an Operating Systems course project
- Implemented essential OS features including interrupt and system call handling, context switching, and process scheduling
- Designed and integrated a priority-based scheduler supporting both single and multi-threaded processes
- Programmed a complete virtual file system based on the Fast File System (FFS) architecture, enabling efficient file I/O operations

## HONORS

2023 top 15/547 CS 189 SPAM Class Competition