

Jason Dang

dangjason.me | 916.465.0609 | dangjason2020@berkeley.edu

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

LIGHTS CAMERA DUNGEON | 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 thin-lens mechanic for altering player projectiles
- Optimized physics engine & 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 pintOS 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