Jason He
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Objective
Looking for an interesting and challenging opportunity as a software engineer.

Education
University of Michigan, Ann Arbor
Bachelor of Science in Computer Science   **Expected graduation: May 2016**
- Course Highlights: Operating Systems, Cryptography, Computer Security, Information Retrieval and Web Search, Computer Game Design, Computer Organization, Database Management Systems, Software Consulting for Entrepreneurs
- Overall GPA: 3.37/4.00
- SAT Score: 2280/2400
- Recipient of Irene and Morris B. Kessler Presidential Scholarship

Projects
Written in C# with Unity   **September 2015-December 2015**
- Designed, developed, and playtested a first-person puzzle platformer game where players can light up and interact with the environment using a variety of weapons
- Built a remake of Metroid game with custom levels and a custom charge shot feature
- Communicated with teams using burndown charts and daily scrums

Written in C/C++   **September 2013- April 2015**
- Collaborated with team to create network file server using sockets to communicate with client
- Utilized minimum spanning trees and branch and bound algorithms to solve the Traveling Salesman Problem

Written in Python   **January 2015-April 2015**
- Cracked the Vigenere cipher with Kasiski examination and frequency analysis
- Used Naïve Bayes with large training data to classify texts
- Applied vector-space model and tf-idf weighting to rank document relatedness to queries

Work Experience
America Reads Ann Arbor, Michigan   **September 2013-May 2015**
- Worked with a team of tutors to teach 1st graders in Detroit how to read and write
- Created lesson plans specific to each tutee and work with them one on one
- Attended trainings and meetings to improve lessons and brainstorm ideas

Chess tutor Sugar Land, TX   **July 2010- August 2012**
- Taught kids ranging from 1st to 3rd grade how to play chess (weekly)

Skills
- Proficient in C/C++/C#, Java, Python, SQL, and Unity
- Fluent in English and oral Mandarin Chinese

Teamwork
- Organized events as board member of University of Michigan e-sports club   **September 2015-Present**
- Played for nationally competitive U of M League of Legends team   **September 2014-Present**