

Jason He

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OBJECTIVE

A dependable and proactive software developer seeking an opportunity to utilize my skills while continuing to learn new technologies and improve. Aiming to implement clean and efficient solutions to meet complex system requirements.

WORK EXPERIENCE

Reynolds and Reynolds, Houston, TX — Software Developer

January 2017 - PRESENT

- Proposed and configured Phabricator code review server that is now used by dozens of development teams throughout the company.
- Converted our PDF editing library (adding text/images, merging, printing, etc) to use free open source library instead of a non-free library, saving the company considerable licensing costs.
- Exponentially reduced printing and print preview times (by up to 90% on large reports) for one of our frequently used list controls.
- Designed and implemented many user interface features for our applications, including multi-select functionality for several frequently used controls.
- Accelerated code deployment to our servers through a new dialog that simplified the process.
- Created multithreaded routines to export company code to Subversion from in house source control.
- Fixed hundreds of bugs while simultaneously maximizing code reusability, readability, extensibility, and scalability in problem locations.

America Reads, Ann Arbor, Michigan — English Tutor

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 worked with them individually.

EDUCATION

University of Michigan, Ann Arbor — B.S. in Computer Science

August 2012 - May 2016

Course Highlights

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|------------------------|----------------------------|---|
| • Operating Systems | • Computer Security/Crypto | • Software Consulting for Entrepreneurs |
| • Computer Game Design | • Computer Architecture | • Database Management Systems |

Senior Project: 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.

TECHNICAL SKILLS

Languages: Proficient in C# and C++. Working knowledge of SQL, Python, HTML/CSS, Javascript, Java.

Technologies: Visual Studio 2017, .NET Framework, Windows, Unity, WinForms, Subversion, Git, MFC, WPF, Linux, Phabricator, XML, SOAP