

Jason Au

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San Diego

EDUCATION

University of California, San Diego

Aug. 2019 – Dec. 2024

M.S. Computer Science

GPA: 3.83 / 4.0

- Completed B.S. Computer Science in June 2023 with a GPA of 3.88 (Cum Laude)

WORK EXPERIENCE

UC San Diego - Jacobs School of Engineering

Oct. 2024 – Dec. 2024

Mentor Teaching Assistant - Teaching Methods in Computer Science

San Diego, CA

- Lead weekly practicum sections mentoring other TAs on best teaching practices, including active learning, rubric design, and professionalism
- Simulated mock coding and problem-solving challenges to train TAs on giving thoughtful, guiding questions on topics such as data structure & algorithms and debugging thought processes

UC San Diego - Jacobs School of Engineering

Apr. 2024 – Jun. 2024

Teaching Assistant - Advanced Software Engineering

San Diego, CA

- Mentored 5 project teams of 8–10 students on improving an existing codebase into a 1.0 software release
- Provided guidance to teams on their Agile processes and development practices (including CI/CD pipelines, backlogs, issue tracking and management, documentation, standups, user feedback, code/repo quality, etc.)
- Tutored students on UI design, responsible Git practices, sprint planning, and running effective retrospectives
- Achieved a 100% student recommendation rate for CSE 112 - Advanced Software Engineering under Prof. Powell

UC San Diego - Jacobs School of Engineering

Jun. 2022 – Aug. 2022

Undergraduate CSE Tutor - Web Client Languages

San Diego, CA

- Demonstrated website creation to students with HTML, CSS, and JavaScript
- Assisted students with building CRUD applications and interactive web pages using AJAX
- Taught students the fundamentals of web technologies along with core principles of adaptable web design
- Contributed to a 92.9% class recommendation rate for CSE 134B - Web Client Languages under Prof. Powell

Human-centered eXtended Intelligence Research Lab

Jul. 2021 – Sep. 2021

Software Developer Intern

San Diego, CA

- Assisted in developing Holoportation Stroke, a mixed-reality remote stroke diagnosis software providing patients with increased immersion within interactions, which fosters patient trust and psychological safety
- Integrated HTC Vive facial & eye tracking in Unity with C# to facilitate doctor-to-patient communication
- Implemented animation intensity control and recording/playback tools for client testing

PROJECTS

Snobify

- Developing a NextJS progressive web app in TypeScript with Tailwind CSS to supplement Spotify functionality
- Creating missing Spotify features including sub-playlist generation, true shuffle, immutable playlist sections
- Architected a CI/CD pipeline including ESLint and Jest testing for ensuring safe updates to project repository

MoodMesh

- Integrated biometric data from Galaxy Watch with IoT devices to adjust environmental factors for user health
- Implemented an MVC design using a Flask server, Nanoleaf light, and communication using RESTful APIs

Interactive Tutorials within Python IDLE

- Developed an extension to the Python IDLE Code Editor aimed at providing beginner Python learners with tutorials
- Wrote unit and UI testing for features while managing pull requests and git branches
- Added Windows integration for this extension which originally required UNIX system calls

SKILLS

- Coding:** Python, Java, C++, C#, HTML, CSS, JavaScript, TypeScript, React, SQL, Android Studio, RESTful API
- Skills and Tools:** Git, GitHub Actions, Agile, CI/CD, PostgreSQL, Prisma ORM, AWS, TailwindCSS, Next.js, Jest, node.js, Flask, scikit-learn