

Jared Fellin
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EDUCATION

University of California, Los Angeles (UCLA)

B.S. in Computer Science

Minor in Asian Languages (Concentration in Korean)

Expected Graduation: June 2028

Relevant Coursework: Computer Science I & II (C++ programming, OOP, data structures, recursion), Computer Organization (assembly, computer architecture, , memory management, operating systems)

WORK EXPERIENCE

Cathedral High School | *Robotics Instructor* Jun - Aug 2022

- Led a hands-on summer robotics program for middle school students interested in STEM and engineering.
- Introduced students to basic concepts in circuitry, mechanical design, and control systems through engaging, project-based learning.
- Emphasized safety and tool handling protocols in a lab environment.

UCLA Recreation & Happy Swimmers | *Lifeguard* Oct 2024 - Present

- Maintain certifications in CPR, AED, and water rescue techniques through regular training.
- Conduct pool inspections and chemical checks to ensure a safe environment.
- Ensure a safe environment through constant attentiveness and clear, professional communication with both patrons and team members.
- Provide lifeguard services while collaborating with clients to determine event-specific safety needs

PROJECTS & EXTRACURRICULAR ACTIVITIES

Bruin Space | **RAPID Software Subteam**

- Responsible for the firmware, software, and ground station software used for Bruin Spacecraft Group's space mission design and development, primarily using .
- Collaborate with other subteams to launch RAPID-0 into Earth's atmosphere to collect data on radiation levels.
- Work closely with engineers across multiple subteams to diagnose design challenges, align objectives, and deliver software solutions.

Port Scanner | **Perl**

- Developed a Perl-based TCP port scanner script to identify open network ports on a target host.
- Added support for command-line arguments to specify target IPs, custom port ranges, and output logging.
- Gained hands-on experience with TCP/IP networking and network security fundamentals.

Memory Mallard

- Engineered a full-stack neurofeedback system linking Muse EEG hardware, a Python signal-processing backend, and a Tauri (Rust + React) desktop app for real-time focus tracking.
- Developed attention-detection pipelines using EEG feature extraction and machine learning to drive dynamic feedback in a Chrome extension.
- Built a robust cross-platform communication framework using WebSockets and OSC to synchronize data between hardware, backend, and browser with low latency.

TECHNICAL SKILLS

- **Languages:** Python, Java, C++, JavaScript, HTML/CSS, TypeScript, Perl
- **Tools & Frameworks:** Git, Linux, Bash, Xcode, React