Jason Sastra . Jarvis Consulting

I'm a graduate from the University of Toronto with a strong foundation in full-stack development, game programming, and data analysis. With experience across public and private sectors, and a portfolio of both technical and creative work, I'm eager to bring my skills and adaptability to a dynamic software or game development team.

Skills

Proficient: Java, Python, RDBMS/SQL, C#, C++, Agile/Scrum, Git, React.js, Power BI

Competent: Linux/Bash, Docker, IntelliJ, Pandas, Numpy, Node.js

Familiar: Assembly, JavaFx, Kubernetes, DBeaver, QA

Jarvis Projects

Project source code: https://github.com/jarviscanada/jarvis_data_eng_JasonSastra

Cluster Monitor [GitHub]: This project is monitoring agent for the performance and CPU usage of various different docker applications. For setup, it uses an SQL docker image to ensure SQL database could run properly. It also uses a volume to allow for continous usage and multiple applications running. For implementation, It uses LINUX bash commands in order to obtain various statistics such as CPU usage and memory usage and periodically store them. Finally, crontab is used in order to automate the check. This project is created for users that wants to keep track of the usages of their various linux products and monitor them such that they can take action if it is underperforming or overperforming.

Core Java Apps [GitHub]: Grep App: An application that allows for the use of the grep command in Linux by utilizing Java Files Objects along with Java Input and Output Stream. It takes in a file directory and a string then searches for it on all the files for a REGEX match then output it into an output file. The project itself is managed using Maven in order to manage its dependencies and uses SLFJ4 Logging in order to keep track of errors. It runs by taking in its parameters as command arguments.

Highlighted Projects

Into The Dataswarm [GitHub]: Developed a tactical, turn-based game with a modifable enemy AI system that dynamically changes behavior to create engaging puzzle-solving challenges. Collaborated with a group of team until early launch on steam. •Built a modular level generator and flexible enemy patrol system, enabling seamless customization and scalability across multiple stages.

Restify: Built an AirBnB-style website for managing reservations, bookings, property listings, and user-host interactions. with a Django Backend integrated with a React Front End. The app has a responsive design that adapts seamlessly to various devices, delivering an optimized experience on both mobile and desktop.

Professional Experiences

Software Developer, Jarvis (2025/10 - present): Part of Jarvis Incubation Talent Program. Developed various Applications in Python, Java, SQL and developed in various environments including Linux, Docker and Windows as part of the training program. Integrated important technical requirements such as test driven coding in these implementations as experience.

Office of The Governing Council, University of Toronto (2023/09 - 2025/09): At the Office of the Governing Council, I managed Google Tag Manager and Google Analytics 4 to track and analyze user interactions on an internal Drupal website. I integrated GA4 data with Power BI to develop an automated, bimonthly website analytics report, and conducted Drupal testing to identify and document bugs, improving stability and user experience. Additionally, I diagnosed and resolved issues with the MERN-based OGC calendar application.

Education

University of Toronto (2020-2025), Bachelor of Arts and Science, Computer Science Specialist, Computer Science - 3.4 GPA

Miscellaneous

- Basketball player
- Competitive gaming