JASON WANG

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EDUCATION	(949) 362-9320	Jason.w162@gma11.com	
University of California, San Dies	go La Iolla CA		
Bachelor of Science in Computer S		3.887 GPA	
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EXPERIENCE			
Software Engineer at Riot Games		July 2016 – present	
Software Engineer at Yahoo • Build and manage the continuous integration and delivery system and infra		ivery system and infrastruc	June 2015 – July 2016 eture.
 Programmer at UCSD Division of Biological Sciences Developed MVC web apps for students, faculty, and researchers. 			June 2013 – June 2015
 Tutor at UCSD Computer Science and Engineering Department Aided students in compiler projects involving semantic analysis and code generation. 			Jan. 2015 – June 2015 ation.
 Software Developer at Modern e-Concepts Created a library for transforming raw data into filled-out PDFs. 			Sept. 2014 – Oct. 2014
 Application Development Intern at Kaiser Permanente Improved the UX of a business intelligence dashboard. Designed and developed a scalable ETL system for processing tabular data. 			June 2014 – Sept. 2014
Webmaster of UCSD University Centers • Supported and modified internal workflow modules and CMS.			Sept. 2012 – Dec. 2013
 Webmaster of UCSD Wellness Lounge Overhauled the website to make it responsive. Initiated HTML email newsletters sent to thousands of students weekly. 			Sept. 2012 – Dec. 2013
PROJECTS BuzzPoll, group polling app Ionic app which provides a haptic system for minimalistic polling amongst a group.			Winter 2015 oup.
OnQueue, business process management suiteExtensible Windows workflow application.			Winter 2011
 Photo4Passport.com, do-it-yourself passport photo maker Web app to simplify the process of obtaining a passport photo. 			Winter 2010 – Winter 2012
SKILLS			
Languages: JavaScript • Ruby •	Java • C# • HTML	• CSS • SQL	
Tools: Vim • tmux • zsh • IntelliJ suite • Visual Studio • Git • Chef • Jenkins			
Process: Scrum • Unit testing • Functional testing • Version control			
• Software Engineering • Algorithms • Data Structures • Discrete Mathematics			
• Machine Learning • Compiler Construction • Operating Systems • Computer Networks			