Jason Conklin

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Software Developer

SUMMARY

Computer Science graduate from **NJIT**, specializing in **AI-driven and full-stack development**. Experienced with **React**, **Flask**, and **LLM-based pipelines** deployed on **Render** and other cloud platforms. Demonstrated leadership through team projects like *CoveyTown Poker* and *Kanji Gator*, with applied machine-learning experience from *Road Segmentation (SAM)*.

Portfolio: **jasonconklin.dev**

TECHNICAL SKILLS

Languages: Python, C++, Java, JavaScript, TypeScript, SQL, HTML/CSS

Frameworks & Tools: React, Flask, Node.js, Tailwind CSS, PyTorch, OpenAI API, Git, CI/CD

Concepts: LLM Prompting, WebSockets, REST APIs, Machine Learning, Data Structures, Cloud Deployment

PROJECTS

- **AI Interview Coach** | *Full Stack Developer* | **Fall 2025**
  - Built an AI-powered mock interview platform that generates role-specific behavioral and technical questions.
  - Implemented **rubric-based scoring** and **LLM/heuristic switching** to reduce API costs while maintaining feedback quality.
  - Deployed full-stack **Flask + React** app with **CI/CD on Render**, including post-interview analytics dashboards and adaptive question generation via **OpenAI-compatible APIs**.
- **Kanji Gator** | *Frontend Lead* | **Spring 2025**
  - Led frontend development for a collaborative **Japanese Kanji learning platform** using **React + Tailwind** with a **Flask backend**.
  - Built responsive **practice modules** featuring progress tracking, animations, and intuitive study-set management.
  - Coordinated with backend/ML teams to align **handwriting evaluation APIs** and ensure seamless user data integration.
- **Road Segmentation — Meta's SAM** | *Machine Learning Developer* | **Spring 2024**
  - Applied **Segment Anything Model (SAM)** with custom morphological post-processing to extract roads from satellite imagery.
  - Developed reproducible **CLI, Jupyter, and Shiny front ends** for model inference and visualization.
  - Tuned GPU/CPU fallback handling and checkpoint loading for stable cross-platform performance in geospatial workflows.
- **CoveyTown Poker** | *Team Lead / Frontend Developer* | **Fall 2024**
  - Led a **4-person development team** to integrate a **Texas Hold'em** experience into the open-source **Covey.Town** platform.
  - Built a **React/TypeScript** interface synchronized via **WebSockets** for real-time betting, card reveals, and game logic.
  - Designed shared socket types for multiplayer state syncing and mentored peers on architecture and integration workflows.

EDUCATION

Bachelor of Science in Computer Science	Sep 2019 – May 2025
NJIT - New Jersey Institute of Technology	Newark, NJ

- Relevant Coursework:
  - Probability and Statistics | Programming Language Concepts | Data Science
  - Linux Programming | Operating Systems | Computer Networks
  - Artificial Intelligence | Computer Systems | Advanced Database Systems

EXPERIENCE

Warehouse Manager	May 2023 – Jan 2025
Good Tidings Plumbing Heating Cooling	Clark, NJ

- **Oversaw** daily warehouse operations and coordinated an **8-person team** to meet delivery schedules.
- **Introduced small process improvements** that reduced order delays and improved stock organization.
- **Maintained digital records and inventory systems** to ensure order accuracy and timely fulfillment.
- **Used digital tools and spreadsheets** to log shipments and communicate with the operations team.

EXTRACURRICULAR & VOLUNTEER

- **Member** — NJIT Information & Cybersecurity Club | Feb 2022 – Jan 2023
  - Participated in **hands-on cybersecurity projects**, Capture-The-Flag competitions, and technical workshops to strengthen applied security skills.
- **Volunteer Tutor** — NJIT Coding & Tech Tutoring | Sep 2023 – Dec 2023
  - **Assisted peers** with programming fundamentals and debugging techniques, improving collaborative learning outcomes and technical confidence.