Jason Kuang

jkuang5@buffalo.edu | www.jasonkuang.me | github.com/jason-kuang | linkedin.com/in/jasonkuang1
718-256-0031

EDUCATION

SUNY University at Buffalo   **Expected: May 2022**
Bachelor's in Computer Science   **GPA: 3.48/4.0**
Relevant Coursework: Data Structures & Algorithms. Software Engineering. Software Project Management.
Advanced Object-Oriented Design. Systems Programming. Computer Organization. Discrete Math.

PROFESSIONAL EXPERIENCE

Walmart Labs/Global Tech. Sunnyvale, California.   **June 2021 - Ongoing**
Smart Forecasting - Software Engineer Intern
- Reduced false positive errors by 48% by optimizing threshold for data equality checks between databases.
- Implemented data pipelines from Azure Blob Storage to feed machine learning models for demand forecasting.
- Created data quality checks and sanitizers to ensure forecasting cleanliness for datasets of 480 million.
- Utilized Apache Spark and Hadoop Filesystem to write forecast jobs for in-house forecast experiments.
- Participated in sprint planning and followed the Agile development principles closely.

Park Optics. Brooklyn, New York.   **Jul 2018 - Aug 2018**
Technical Intern
- Wrote scripts to update 2,000 legacy medical files, saving tens of hours of manual standards updating.
- Digitized medical records and monitored them to successfully eliminate physical record mishandling.
- Greeted and worked with patients one-on-one to find personalized solutions according to their needs.
- Handled confidential patient insurance/medical information and underwent HIPAA training.

Security System Depot. Brooklyn, New York   **Oct 2017 - Mar 2018**
Service Associate
- Programmed security systems to comply with customer specific requirements and requests.
- Performed over the phone technical support for specialized security equipment to professional installers.

PROJECTS

Valor (Chat Bot)   **July 2020 - Ongoing**
- Created a chat bot that runs on the Discord chat service that tracks real-time champion and match data utilizing Riot Games Developer API for the popular League of Legends multiplayer game.
- Built a self-updating cache of hundreds of playable characters that automatically refreshes itself when the game receives changes, eliminating any chance of inaccurate return data.
- Maintained a live leaderboard of the top 300 players in the North American server that rebalances as its player rankings fluctuate.

Science Olympiad Programming Competition   **Sep 2016 - Aug 2018**
- Placed 5th place in 2018 after an 11th place finish in 2017 out of 62 public NYC high schools, leading to the highest ever placements for New Utrecht High School.

ADDITIONAL INFORMATION

Proficient in: Scala. Java. Python. C/C++. JavaScript. HTML/CSS.
Experience with: MIPS Assembly. Swift.
Frameworks/Tools: Git. Docker. Apache Spark. Hadoop/HDFS. Django. Azure. Heroku. Jira.
Extracurriculars: Theta Tau (ΜΓ) Head of Professional Development. Society of Asian Scientists and Engineers.