Jason Tu

Email: jasontu@gatech.edu https://jasontu.io Mobile: +1-610-850-5941

EDUCATION

Georgia Institute of Technology (CS: 3.42/4.00)

Atlanta, GA

Dean's List, Pursuing Bachelor of Science in Computer Science

August 2017 - May 2021

Conestoga High School

Berwyn, PA

Computer Science Scholar, John Philip Sousa Band Award Winner

September 2013 - June 2017

EXPERIENCE

NCR (National Cash Register)

Atlanta, GA

Software Engineering Summer Intern - Silver Team

May 2018 - August 2018

- Redesigned the Android interface, cleaned up the entire codebase, and fixed bugs, in an Android app with over one million lines of code, 19 modules, and hundreds of thousands of users.
- Created instrumentation tests by introducing Espresso and UI Automator to the project.
- Researched and implemented push notifications, which involved Cassandra, Kafka, Android (FCM), and iOS (APNS).
- Actively contributed in daily standups, regressions, and sprint planning.

Adaptive Digital Media Lab - Georgia Institute of Technology

Atlanta, GA

Researcher, QA analyst, and developer

September 2017 - May 2018

- Assisted in creating a NSF-funded project designed to introduce computing concepts using OpenFrameworks and C++. Created overlays and hardware simulators to allow development without hardware.
- Brought a research project into a stable environment for deployment via QA testing.

Irvine, CA; Singapore

Insider Community Moderator, beta tester, and QA analyst

July 2014 - Present

• One of four global moderators that ensures day-to-day functionality of Razer's official forum of over 700,000 users. Communicates with a global team to coordinate events and manage situations.

Drexel University

Philadelphia, PA

Summer Intern

June 2014 - June 2017

- o Developed a web interface and created a data set generator for procedural video game map generation using hierarchical Markov data chains.
- Assisted in developing a program for visualization of driver data for medical diagnosis using Java OpenGL.

Projects

Synople - https://synople.io

Social Tech Startup

Founder, CEO, and Chief Developer - Responsible for all programming and expansion

April 2016 - Present

- o oneShare Modern contact information sharing. Created the Android application and back-end.
- o sAudio Adjusting music to fit your life. Created the Android application.

SKILLS

- Technologies: Java, Kotlin, Javascript, Python, Git, Android, OpenFrameworks, Espresso, UI Automator, AWS (DynamoDB, S3, Lambda, Cognito, IAM, Mobile Hub), Firebase (Authentication, Firestore, Cloud Messaging, Cloud Functions), JIRA, Confluence, **TeamCity**
- Languages & Communication: English, Chinese (Mandarin, native), Spanish (elementary), pitching, forum moderating
- Concepts: Object-orientated programming, mobile development, MVC, MVP, MVVM, Agile/Scrum, QA testing
- Hobbies: Bassoon PMEA All-State Concert Band, Martial Arts >8 years

AWARDS

Programming Competition Awards (>13 awards)

Lead Developer

o InVenture Prize: 2018: Semifinalist o PennApps XVII: 2018: Semifinalist

o hackGT: 2017: Most Innovative Hack

- o hackGT HealthTech: 2017: Best UX and Best Fitness
- o hackBCA: 2017: Top 10 + Best Mobile App
- o MIT Blueprint: 2017: Best Continued Hack, 2016: 3rd Place Novice Division
- Swarthmore College Local Hack Day: 2016: Best Overall