Jason Tu

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science

Atlanta, GA

August 2017 - May 2021

Conestoga High School

Berwyn, PA

September 2013 - June 2017

Computer Science Scholar

EXPERIENCE

Drexel University

Philadelphia, PA

Summer Intern

June 2014 - June 2017

- Developed web interface and data-sets for procedural video game map generation using hierarchical Markov data chains
- Assisted in developing a program for visualization of driver data for medical diagnosis.

Razer

The world's leading lifestyle brand for gamers.

Community Involvement

April 2015 - Present

- Razer Insider Community Moderator: One of four global moderators that ensures day-to-day functionality of Razer's official forum.
- Beta Tester: Actively shapes product development through critical and detailed insights.

PROJECTS

ople - www.ople.io

Social Tech Startup

Co-Founder, CEO, and Chief Developer

April 2016 - Present

- **Developer**: Primary developer for all ople applications
- Expander: Responsible for expansion, including funding and corporate partnerships
- o Projects:
 - * oneShare Modern contact information sharing: Created the Android application and back-end
 - * sAudio smarter Audio: Created the Android application

SKILLS

- Programming Languages: Java, Javascript, Python
- Technologies: Android, AWS
- Spoken Languages: English, Chinese (Mandarin)
- Music: Bassoon PMEA All-State Concert Band
- Concepts: Object-orientated programming, Mobile development, Software development life-cycle, Software testing
- Communication: Pitching, public speaking, lecturing, forum moderating

LEADERSHIP

Co-President

Game Theory Club

Analyzing games from a theoretical perspective

September 2013 - June 2017 President and Founder

- **Discussion Leader**: Gave engaging presentations on theoretical concepts
- Funding: Tripled the club's budget

Computer Science Club

Teaching and furthering computer science

September 2015 - June 2017

• Recruitment: Tripled the number of members

• Events: Doubled the number of events