# Jason Tung

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jasontung.me
github.com/jason-tung

## Education

### Cornell University
Expected May 2023

B.S. in Computer Science • GPA: 3.84
Relevant Coursework: Computer System Organization and Programming, Networks II, Computer Graphics, Game Development, Artificial Intelligence, Object-Oriented Design and Data Structures (Honors), Functional Programming, Discrete Structures, Linear Algebra, Multivariable Calculus, Probability and Statistics

### Stuyvesant High School
May 2019

Advanced Regents Diploma with Honors • GPA: 3.96

## Experience

### Google • SWE Intern
May 2022 - August 2022

- Generated frontend Angular code based on an internal form framework for writing protocol buffer messages to minimize Apigee development time.
- Created an automation that detects changes in common proto files and regenerates an example gallery of frontend form code.
- Authored a design document for the project outlining background, requirements & scale, implementation ideas, and alternatives reviewed by members of the Apigee team.

### Google • STEP Intern
June 2021 - August 2021

- Compiled metrics on an internal testing tool using SQL and created a dashboard to visualize this data and pitch it for use to Google Ads Teams.
- Created SQL scripts to detect abnormal test behavior and flag these tests as unreliable using external information about the tests.
- Wrote documentation explaining the implementation of the test flagging algorithm and the problems it aims to solve.

### Enroute • Full Stack Developer
June 2020 - August 2020

- Built frontend using React and MaterialUI and connected it to the backend using AWS Amplify and Cognito user pools.
- Designed backend flow and implemented it using AWS Lambda functions and AWS API Gateway calls as middleware.

### Cornell DTI • Full Stack Developer
October 2019 - Present

- Combining Firestore with React and Vue to create data-driven web apps.
- Implemented a scheduled Firebase function that synchronizes Firestore data displayed on the page with information from Canvas.

## Projects

### MNIST Recreation • Java, Processing

- Programmed and trained a neural net model based on the Pytorch MNIST model rewritten in Java to recognize handdrawn numbers inputted through a graphical interface written in Processing using machine learning.

### Shef • Flutter

- A Flutter app that provides simple, user-generated meals for busy college students while tracking available ingredients, allergies, and saved recipes.
- Placed first in internal DTI hackathon.

## Skills

**Languages** • JavaScript (ES6, Node.js), Java, Python, OCaml, C, HTML, CSS

**Libraries & Frameworks** • Typescript, React, Next, Angular, Vue, MaterialUI, Express, Puppeteer, Flask

**Tools & Technologies** • Firebase, SQL, MongoDB, Heroku, Vercel, AWS (Amplify, Cognito, Lambda, Gateway)

## Interests

Snowboarding, Guitar, Omakase, Lifting (Lu Xiaojun, Russel Orhii, Larry Wheels), Basketball (Kawhi Leonard, Paul George, Kevin Durant), Existentialism (Albert Camus, Jean-Paul Sartre, Cervantes), Music (Hip-Hop, EDM, MF Doom, The Beatles, 100 Gecs), Tactical FPS (Valorant Immortal, CS:GO SMFC)