Jason Han

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Education

Columbia University — New York, NY
MS in Computer Science, Machine Learning Track (GPA: 3.85/4.0) — Expected Dec 2025
- Graduate TA for Computer Graphics

Vassar College — Poughkeepsie, NY
BA in Computer Science and Mathematics — May 2023
- TA for Operating Systems and Compilers

Work Experience

Amazon — Seattle, WA
SDE Intern — Jun 2025 – Aug 2025
- **STAR:** Situation Task Action Result
- **XYZ:** Accomplished X as measured by Y by doing Z
- **CAR: C**hallenge **A**ction **R**esult
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IBM — Boston, MA
Backend SDE Intern — May 2022 – Aug 2022
- Created a weather bot hosted on IBM Cloud using the Watson Assistant and Watson NLU API.
- Enhanced the error handling feature in Watson Assistant Actions to output detailed error messages.
- Fixed 200+ backend unit test cases in Node.js and integrated these into the CI/CD pipeline.
- Developed a Python tool to automate logging auditing tickets for production database access.

Undergraduate Research Summer Institute (URSI) — Poughkeepsie, NY
Research Fellow — Jun 2021 – Jul 2021
- Validated the hypothesis that gene duplication and differentiation affects modularity and evolvability using artificial neural networks.
- Simulated evolution in Python and C++ using ROS 2, implementing biological phenomenon such as genotype to phenotype mappings, neuron/sensor connectivity and weights, and fitness landscapes.
- Ran simulations in parallel using Python in Hopper, a high-performance Linux computing cluster.

Google — New York, NY
STEP Intern — May 2020 – Aug 2020
- Completed the development cycle including writing design docs, testing, and deployment.
- Leveraged Google Cloud Platform (GCP) to deploy a fast, responsive web app that supports upwards of 1000+ concurrent users.
- Designed a backend using Java Servlets that implements a REST API to be used by the web app, and tested using JUnit and Mockito test suites.
- Integrated Google Places API, Maps API, and OAuth API, as well as Google Datastore into the web app.

Projects

Simple Text | C++, OpenGL, Objective-C — github.com/jason5122/simple-text
- Architect a GPU-accelerated, cross-platform text editor and a custom GUI framework.
- Build a custom text rendering engine using Core Text, DirectWrite, and Pango, with the rasterization results cached using a glyph atlas.
- Profile performance to ensure redraws happen in <2 milliseconds (500+ FPS).

Skills

Programming Languages: C++, Java, JavaScript, SQL, HTML/CSS, Python, Objective-C, OCaml, Bash
Libraries: Tensorflow, Node.js, React, OpenGL
Developer Tools: Git, AWS, GCP, Spark, Docker, Unix/Linux, CI/CD