

Jason Han

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EDUCATION

Columbia University

MS in Computer Science, Machine Learning Track (GPA: 3.85/4.0)

- Coursework: Machine Learning, NLP, Neural Networks Deep Learning, Graphics

New York, NY

Expected Dec 2025

Vassar College

BA in Computer Science and Mathematics

- Coursework: Operating Systems, Algorithms, Databases, AI

Poughkeepsie, NY

May 2023

WORK EXPERIENCE

Amazon

SDE Intern

- **STAR:** Situation Task Action Result
- **XYZ:** Accomplished X as measured by Y by doing Z
- **CAR:** Challenge Action Result
- **TODO:** Fill this out.
- **TODO:** Fill this out.

Seattle, WA

Jun 2025 – Aug 2025

Silo

Founding Engineer

silorepo.com

- Create an AI-powered portfolio generator for software developers to showcase their projects succinctly.
- Implement an algorithm using RAG to summarize a source code repository into a project description.
- Expand the platform to Columbia and Duke students, and supporting 100+ daily active users.

New York, NY

Sep 2024 – Present

IBM

Backend SDE Intern

- 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.

Boston, MA

May 2022 – Aug 2022

Google

STEP Intern

- 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.

New York, NY

May 2020 – Aug 2020

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