

Jason Telanoff

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EDUCATION

University of California, Berkeley | Bachelors in Computer Science & Bachelors in Applied Mathematics | GPA: 3.9 | Spring 2025 | Units: 98 | Relevant Coursework: Efficient Algorithms, Intractable Problems, Computer Architecture, Computer Graphics, Artificial Intelligence, Machine Learning, Computer Securities, Real Analysis, Abstract Algebra, Discrete Math, Data Structures, Linear Algebra, Multivariable Calculus, UCLA Math Circle

SKILLS

Coding Languages: Expert: Java, Dart/Flutter, Python; Intermediate: Javascript, C
Soft Skills: Critical Thinking | Leadership | Quick Learner | Adaptability | Communication
Languages: English (Native), Spanish (California Fluency Certification)

EXPERIENCE

Higher Up HCM | Software Engineer

JUN 2023 - PRESENT

- Streamline CRM and management processes using Zoho and python scripts
- Create custom server and database to automate bank reconciliation to ensure proper payments
- Debug existing issues with prior programs, such as tracking phone calls and creating tickets

Ceribell | Website Engineer

AUG 2023 - DEC 2023

- Diagram an internal website to automate ML experiment creation and viewing
- Develop website frontend adhering to design and iterate based on feedback
- Create json configurations based on user's specifications
- Users can create experiments using one model or multiple

UC Berkeley CDSS | Modules Curriculum Developer

AUG 2023 - DEC 2023

- Design Data Science curriculum for different fields
- Build search engine for browsing previously existing modules
- Create a curriculum for data collection and analysis of carbon emissions from companies

Neurotech@Berkeley | Software Developer

SEP 2022 - PRESENT

- Prototype software projects related to neurotechnology.
- Developed a consulting project with Clarity Health Technologies, Inc.
 - Work directly with company CEO and tech lead
 - Predict Alzheimer's in patients using real time EEG data
 - Update code based on changing client wants and needs

Neurode | Project Manager

FEB - JUN 2023

- Managed a 6 person team of developers to create a mobile app to help treat ADHD patients.
- Create games based on scientific papers to stimulate certain parts of the brain
- Implement eye tracking to determine user's focus
- Use json files to lay out difficulties to change difficulty based on user's proficiency

World Health Organization | Mobile Developer

MAR 2020 - FEB 2021

- Developed WHO Covid-19 information mobile app
- Designed and implemented the final prototype's UI/UX
- Work in a large team directly with WHO representatives

PROJECTS

Care-ma → CalHacks Oct 2022, a social media app to spread joy and inspiration.

Cofu → HackSC Vertical Winner Feb 2020, an app to give home cooks a platform to sell their goods.

Wrassle → Personal project, a tournament and team management app for high school wrestling.