

Jason Telanoff

Having started my coding journey 12 years ago, I bring a rich background of self-taught skills and fresh ideas. I excel at turning concepts into practical solutions.

✉ json22@berkeley.edu
🔗 jasontelanoff.github.io/web-portfolio/
🐙 github.com/jasonTelanoff
🌐 linkedin.com/in/jason-telanoff

EDUCATION

University of California, Berkeley | Bachelors in Computer Science & Bachelors in Applied Mathematics | GPA: 3.85 | Fall 2022 - Fall 2024 (Expected) | Units: 107 | 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, Go, RISC-V
Soft Skills: Critical Thinking | Leadership | Quick Learner | Adaptability | Communication
Languages: English (Native), Spanish (California Fluency Certification)

EXPERIENCE

Awear | Software Engineer

FEB 2024 - MAY 2024

- Redesigned and implemented app architecture for speed, readability, and concerted development.
- Led software discussions and meetings, effectively coordinating with the team to integrate major features; ensuring scalability and time efficiency, while fostering collaboration and innovative problem-solving.
- Overhauled backend architecture from iCloud and GitHub to Firebase for improved scalability and speed. Firebase was chosen because of its quick setup and generous startups program.
- Assisted with management and task designation of other developers to ensure coordinated development.
- Promoted to Senior Full Stack Engineer.

Higher Up HCM | Software Engineer

JUN 2023 - FEB 2024

- Streamlined CRM and management processes using Zoho and Python scripts.
- Improved full stack solution to automate bank reconciliation, ensuring proper payments.
- Debugged existing issues with prior programs, such as tracking phone calls and automated tickets.
- Update ticket mechanism to automate warnings for client credit limit problems.
- Debugged several Zoho issues working with incomplete documentation and unclear errors.

Neurode | Project Manager

FEB 2023 - JUN 2023

- Led a team of six developers, overseeing code quality while ensuring meeting project specifications.
- Developed a mobile app for diagnosing and treating ADHD with user-friendly, interactive features.
- Designed science-backed games to stimulate specific brain functions, allowing for diagnosis and treatment.
- Integrated advanced eye-tracking technology to accurately assess and improve user focus and engagement.
- Built a flexible system that uses JSON files to dynamically adjust game difficulty, allowing for customizable and scalable user experiences.

World Health Organization | Mobile Developer

MAR 2020 - FEB 2021

- Designed and implemented the final prototype's UI/UX
- Illustrated the benefits of Flutter over React Native, leading the team to switch for better cross-platform development and development speed.
- Improved app UI in accordance with specifications from WHO and world governments for several months after.
- Worked in a large team directly with WHO representatives and team leadership.

PROJECTS

Personal Portfolio → web portfolio built using Next.js, Tailwind, hosted on GitHub Pages

- Custom boid (flocking) simulation on the home page, assigning directions different colors.
- Built in Mastermind project from middle school.
- Built in Chess AI using alpha-beta pruning, neural nets, and Monte Carlo tree search (in progress).
- Built in Connect 4 AI that lets the user view the neural net as it's trained (in progress).

Cards Against MySanity → full-stack mobile app to play the popular game Cards Against Humanity

- Built using a Flutter frontend and Express.js backend; connected using WebSockets.
- Allows users to create custom decks to use, as well as several built in decks.