JASON K. JEWIK

jasonjewik.com • github.com/jasonjewik • jason.jewik@gmail.com • (562) 239-8345

EDUCATION

University of California, Los Angeles • 2019 - 2023
Bachelor of Science, Computer Science

- Regents' Scholar, Alumni Scholar (top 1%)
- Coursework: Intro to Computer Science (C++), Data Structures & Algorithms

Cerritos College • 2017, 2018
High School Dual Enrollment

- Coursework: Programming Logic/Design (Java), Networking Fundamentals, Programming in C/C++

TECHNICAL SKILLS

Programming Languages
Python, SQL, Java, C#, C++, JavaScript, PHP, HTML, CSS, Batch

Software Dev Tools
Microsoft Visual Studio, Spyder, Jupyter Notebook, Postman, GitKraken, MySQLWorkbench, Unity, Atom, Jira

Google Cloud Platform
Analytics, Ads, Firebase, BigQuery, Data Studio

EXPERIENCE

Software Engineer Intern, ODK Media Inc. • Jun 2019 - Sept 2019

- Developed software to analyze user interaction with the company's 12,000+ videos and generate monthly content reports, that were used to determine budget allocation and marketing decisions.
- Automated web push notifications to target users based on their watch history, resulting in more personalized advertising and increasing viewership by 10% per month.
- Created a recommendation engine that changes users' feeds based on recently watched programs.

Operations Intern, ODK Media Inc. • Jun 2018 - Aug 2018

- Wrote a script that automatically trims videos and inserts the company watermark, saving 50+ hours per week of manual editing.
- Modified the interface of the company Roku Channel to improve user-friendliness.

STEM Summer Intern, The Boeing Company • Jun 2018 - Aug 2018

- Created simulations of unmanned drone delivery networks and aerial tracking infrastructure.
- Presented findings about model's feasibility and potential costs to company employees.

PROJECTS

Penguin Run: *C#, Unity, Random Generation*
Built a platformer video game in which the player evades randomly generated obstacles.

Penguin Flow: *Python, Keras, PIL, Pynput, Neural Nets, Machine Learning, GRU, Jupyter Notebook*
Developed a convolutional neural network to play PenguinRun by learning from recorded human gameplay. The network would accept screen captures from PIL as input and returned key press predictions to Pynput as output — achieved a high score of 700 points.

Ferret Bot: *JavaScript, Node.js, XML, Postman, Imgur API*
Programmed a Discord bot that can do coin flips, send messages, and display pictures from Imgur.

LEADERSHIP & ACTIVITIES

Backend Engineer, UCLA DevX • Oct 2019 - Present
Building the API and data stores for a task and schedule management Chrome extension.

Assistant Researcher, UCLA Center for VCLA • Oct 2019 - Present
Working with Dr. Wang on image processing and autonomous vehicles.

Teacher, Content Developer, UCLA ACM • Oct 2019 - Present
Teaching coding to elementary students. Developing content for teaching AI/ML to high school students.

President, Programmer, WHS Robotics • Sept 2016 - Jun 2019
Programmed in Java for FTC Team 542, competed in Worlds 2019. Automated club budget management with Google Scripts. Started mentorship program at local elementary school.

Head Organizer, Whitney Code Jam • Oct 2018 - Feb 2019
Planned school district's first annual 12-hour hackathon, attended by over thirty students.