# JASON K. JEWIK

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## EDUCATION

**University of California, Los Angeles**
*B.S. Computer Science*
Regents' Scholar (Top 1% of all applicants), Alumni Scholar

**Whitney High School**
*High School Diploma*
4.6 GPA W, 1580 SAT

## TECHNICAL SKILLS

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

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

## PROJECTS & ACTIVITIES

**President, Programmer;**
WHS Robotics
*Aug 2014 - Jun 2019*
Automated club budget management with Google Scripts (JavaScript). Programmed in Java for FTC competitions.

**President;** WHS Digital Media
*Jun 2017 - Jun 2019*
Founder. Lead 10+ game design workshops. Managed two game development teams.

**Head Organizer;** WHS Code Jam
*Feb 2019*
Planned school district's inaugural hackathon.

**Speaker;** TEDxWhitneyHigh
*Mar 2016, Mar 2017*
Discussed the future of artificial intelligence and human rights (2016); and video games to modernize education (2017).

## EXPERIENCE

**Software Engineer Intern;** ODK Media, Inc.
*Fullerton, CA • Jun 2019 - Present*
- Used PHP, Python, MySQL, and Google Cloud Platform to develop software that aggregates and analyzes data to generate monthly user-content interaction reports, saving 50+ hours of manual data entry
- Used JavaScript to generate content tags for web users based on their watch history and view hours
- Used Python to automate web push notifications based on users' relevant content tags
- Used Amazon Personalize to develop an engine for program recommendations based on users' interests

**IT Consultant;** IDLogiq Inc.
*Remote Work • Jun 2019 - Present*
- Quality tested and wrote 5+ tutorial articles for the company Android mobile app
- Wrote/edited 15+ blog articles and promotional materials on counterfeit prevention for various corporate stakeholders

**Operations Intern;** ODK Media, Inc.
*Fullerton, CA • Jun - Aug 2018*
- Used Batch to develop software that can automatically trim the beginning/end of videos and insert the company watermark, saving 200+ hours of manual video editing
- Used BrightScript to modify the company's ODK Roku Channel for use in the ODC team

**Computer Science Intern;** The Boeing Company
*El Segundo, CA • Jun - Aug 2018*
- Used STK to create simulations of unmanned drone delivery networks and the tracking infrastructure needed to monitor the drones' movements
- Presented my conjectures about the model's feasibility and potential costs to company employees

**Game Designer Intern;** Easley-Dunn Productions
*Remote Work • Jun - Aug 2017*
- Used Unity (C#) to design and create 10+ levels for a tower defense video game

**Research Intern;** USC Information Sciences Institute
*Marina Del Rey, CA • Jun - Aug 2016*
- Used JavaScript and Python to study the applications of machine learning for analyzing USC research