Jason Vazquez-Li

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EDUCATION Clark University, Worcester, MA 01610

2013 - 2017

Bachelor of Arts in Computer Science with Economics Minor

• Cumulative GPA: 3.1/4.0

Academic Honors and Rewards

- Nordson BUILDS Manufacturing Scholarship (2016)
- Clark University Achievement Scholarship (2013)
- City of Cambridge Scholarship (2013)

TECHNOLOGY SUMMARY

Languages: Java, C++, HTML, CSS, Javascript, PHP, SQL

Framework and Tools: Git, Linux, OpenCV, Bootstrap, Node JS, Express JS, ReactJS

RELEVANT WORK **EXPERIENCE**

Boston University, Department of Computer Science, Boston, MA **Researcher Computer Vision Engineer**

Summer 2016

- · Developed eye-controlled mouse replacement software with eye tracking algorithm for users with severe motion disability
- · Conducted experiments comparing eye-gaze controlled mouse pointing with and without Predictive Link
- · Results and paper accepted for conference presentation and publication by ACM
- Language(s) used: C++ || Tools: Tobii EyeX API
- · https://github.com/jasonvl/BGaze

TECH **PROJECTS**

Music Sharing Social Network (personal project)

January 2018

- Apache hosted website which allow users to create an account (stored in a MySQL database) and share their favorite songs (stored using AWS S3) with friends
- · Users are able to add/delete other users from their network in addition to seeing songs uploaded by other users
- · Web Security protocols are followed by sanitizing input through hashing and salting GET and POST requests
- Cookies and sessions used to store user information
- Language(s) used: MySQL, PHP, HTML || Tools: Amazon S3
- https://github.com/jasonvl/Music-Sharing-Social-Network.git

Image Uploading Web Service (personal project)

August 2017

- Client-server architecture conforming to RESTful principles
- · Website prompts user to upload an image, which is then persisted
- Language(s) used: HTML, CSS, Javascript || Tools: NodeJS, ExpressJS, Boostrap
- https://github.com/jasonvl/image-uploading-web-service

Vehicle Detection and Counter (school project)

May 2017

- · Accurately detect vehicles from any video source using pre-trained Haar Cascade
- System able to count number of vehicle(s) that passes through certain section + predict color of individual vehicle(s)
- Language(s) used: C++ || Framework: OpenCV
- · https://github.com/jasonvl/Vehicle-Detection

Multi-Level 2D Style Game (school project)

April 2016

- Worked in a medium size team using agile principles
- · Game featured multiple maps, characters and music
- Language(s) used: Java || Framework: libGDX · https://github.com/jasonvl/LibGDX-Game

Personal Website (personal project)

Summer 2015

- Created personal website consisting of a blog and resume section
- Website hosted using Github Pages https://jasonvl.github.io/
- Language(s) used: HTML, CSS || Framework: Bootstrap
- · https://github.com/jasonvl/jasonvl.github.io

OTHER WORK **EXPERIENCE** **Lifeguard** Harvard Aquatics

Present

Laboratory Assistant Clark University, Lasry Center for Bioscience 2013 - 2017Gallery Guide Harvard Museum of Natural History Summer 2014, 2015

Office Assistant Lesley University Graduate School of Arts and Sciences Summer 2013

Researcher City of Cambridge Mayor's Office Summer 2012

SKILLS Fluent in Chinese, Investment experience