Jason Vazquez-Li

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U.S. Citizen - No Sponsorship Required

EDUCATION

Clark University, Worcester, MA 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, Javascript, Typescript, SQL, HTML, CSS
Framework and Tools: NodeJS, ExpressJS, AngularJS, MongoDB, MySQL, Linux, GIT, Docker
Databases: MySQL, MongoDB
Architectures: Microservices, REST, MVC
Software Methodologies: OOP, SDLC, Agile, Scrum

WORK EXPERIENCE

Tata Consultancy Services, Cincinnati, OH June 2018 - June 2018

Software Engineer Consultant - PricewaterhouseCoopers
- Created and managed microservice to provide RESTful API to front-end developers across multiple Scrum teams
- Microservice integration with orchestrator architecture as well as containerization using Docker
- Managed MySQL database used by all Scrum teams in both development, test, stage, and production environment
- Language(s) used: Javascript, Typesript, GIT || Tools: Node, Express, Sequlize (ORM for MySQL) || Database: MySQL, MongoDB || Methodologies: Scrum

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 technology
- 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

Microservice Architecture Implementation (work in progress) February 2019
- Implement asynch API Gateway and load balancer to direct and distribute incoming requests
- Reactive programming model used to minimize response time
- Asych message-based mechanism (RabbitMQ) and synch (HTTP) used for microservice service invocation
- Client-side discovery used for service discovery
- Language(s) used: || Tools: Node, Express, RabbitMQ

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

Multi-Level 2D Style Game (school project) April 2016
- Worked in a medium size agile team to plan, design, implement and test platformer game featuring multiple maps, characters and music
- Architecture consisted of multiple modules done by different numbers of the team
- Language(s) used: Java || Framework: libGDX
- https://github.com/jasonvl/LibGDX-Game

MISC.

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

SKILLS

Fluent in Chinese, Investment experience