

Jason Wozniak

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EDUCATION

University of Michigan, Ann Arbor, MI

Expected Graduation: May 2019

- Bachelors in Computer Science | Cumulative GPA: 3.26 / 4.00
- Recipient of BAC LOCAL 2 Scholarship
- University Honors

Wayne State University, Detroit, MI

Summer 2016

- Completed Calculus II over the summer and other classes during high school

EXPERIENCE

Fulcrum Global Technologies —Software Development Intern

May 2017 - August 2017

- Developed back-end features for a chat bot for law firms which aided in search and productivity and was presented at ILTACON 2017
- Collaborated with 3 other developers to build our original idea from scratch in a start up environment
- Utilized React.js, JavaScript, HTML, and CSS to aid in the creation of a clean front end for users

Microsoft —Student Partner

September 2017 - Present

- Set up tech talks, hackathons, and other events on campus for students to attend during the school year
- Teach others how to use Microsoft technologies on campus

Michigan Hackers —Learn to Hack Lead

September 2016 - Present

- Help organize weekly hack nights where students can meet other creative fellows, work on their projects and share their passion
- Coordinate with companies and other team members to set up tech talks
- Attend hackathons throughout the year such as Spartahack, Hackillinois, and MHacks

MHacks Hackathon —Hardware Team Member

March 2017 - Present

- Assist in setting up a 36 hour hackathon once per semester which brings in between 500 - 1000 participating students
- Learn how to use the MHacks "Hacker Boards" to develop and run a workshop at the next MHacks Hackathon
- Research hardware available for participants to use in their projects

PROJECTS

Calculator Hack

- Combined a GameBoy Advanced SP and TI-83 Calculator into the ultimate disguised gaming console using various electronics components
- Wrote, shot, and edited a video with over 34,000 views showing others how to build their very own "Gameboy Calculator" (youtu.be/xYSbDto0OR0)

EECS 183 Final Project (Tetris)

- Designed and implemented Tetris from scratch with a team of 4 using C++ and an Arduino
- Responsible for creating the underlying structure in which the pieces moved

COURSEWORK

EECS 482 – Winter 2018
Operating Systems

EECS 485 – Winter 2018
Web Databases

EECS 398 – Winter 2018
Computing for Computer Scientists

EECS 388 – Fall 2017
Computer Security

EECS 376 – Fall 2017
Theoretical Computer Science

EECS 281 – Winter 2017
Data Structures and Algorithms

EECS 370 – Winter 2017
Computer Organization

STATS 250 – Winter 2016
Statistics

PROGRAMMING LANGUAGES

In Order of Proficiency

C++
Python
C
JavaScript
HTML
CSS
SQL

OTHER TOOLS

Git
React.js
Visual Studio
Latex

INTERESTS

Website: jasonwoz.github.io
Blog: woz-in-chicago.blogspot.com
Running
Guitar
Japanese