

# Jason Tan

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## TECHNICAL SKILLS

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**Languages:** Java, Scala, C++, Javascript, HTML/CSS, jQuery, JSON, XML, (System) Verilog, SQL  
**SW Engineering:** Agile, Object-oriented design, TDD, BDD, MVC, RESTful, open-closed principle  
**Technologies:** JSP, Apache Tomcat, PostgreSQL, Bitbucket/Git, Netbeans, Eclipse, Visual Studio, Vim

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## EDUCATION

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**B.S. Computer Science** – University of California, San Diego August 2012 – June 2016  
GPA: 3.82 – Graduated with Cum Laude recognition La Jolla, CA

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## PROJECT EXPERIENCE

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**Fractalize** August 2017

- *Client-side JS Scripter* -

- Developed a dynamic escape-time fractals generator website. Fractal output is affected by user inputs, providing the ability to discover how certain variables may change the mathematical recurrence relation for each pixel point and ultimately, the entire fractal.

**TScorify** March 2016

- *Spark Application, Scala Developer* -

- Implemented a Spark/Scala application to produce keyword lists associated to files of a given data set; implemented a custom TF-IDF scoring algorithm to accurately score words based on relative frequencies.
- Designed accompanying web application to display resulting keyword data graphically in a word "cloud".

**GlassMADA** December 2015

- *GoogleGlass Android and Website HTML/JS Developer* -

- Integrated Scandit framework for QR scanning to perform passive QR scanning, providing users visual reconfirmation of personal information such as relationship details between the user and family members.
- Designed and developed MADA Timeline, a website to review collected contextual data such as Google geolocation and taken photos from GlassMADA app.

**Battle Blocks** June 2015

- *Game Designer and C++ Server-Side Engineer* -

- Designed game APIs and game packets for client-server interaction; designed balanced, player-oriented gameplay aspects such as Build Mode where players customize their vehicle for combat.
- Implemented entire server-side gameplay logic (functionalities such as processing game events, dynamic block object creation/deletion, and damage systems) and a physics engine for 3D object simulation.

**KJ** March 2015

- *System Verilog Hardware Architect* -

- Designed and implemented a 3-stage pipelined CPU that runs on a 8-bit ISA and ten registers. Optimized by data forwarding to avoid data hazards and asynchronous reading to avoid branch hazards, resulting in no stalling nor flushing.

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## WORK EXPERIENCE

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**MarketSource, Inc.** July 2016 – Current

- *Electronics & Entertainment Lead* - San Francisco, CA

- Manage team responsibilities, schedules, and tasks. Train associates for electronics and mobility sales experience and knowledge.
- Acquiring guest needs from face-to-face interactions and promoting sales regarding mobile technologies, smart home devices, and digital services.

**UC San Diego Sixth's Place & Market** October 2013 – December 2015

- *Food Service Lead* - La Jolla, CA

- Increased labor efficiency by brainstorming and suggesting more efficient operations, facilitating task distribution, assessing worker management, and supervising general workers for store upkeep.
- Provided food services such as inventory logging, cleaning maintenance, register duties, stocking, and providing customer service in excellence, earning Employee of the Year 2014 award for Sixth Market.