

# Jason Tan

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## SUMMARY

Challenge-seeking, problem-solving oriented engineer looking for a position focused in software engineering and system design, specifically backend development for Java web applications from object-oriented design solutions.

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## TECHNICAL SKILLS

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

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## EDUCATION

**B.S. Computer Science** – University of California, San Diego

GPA: 3.82 – Graduated with Cum Laude recognition in December 2015

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## PROJECT EXPERIENCE

### 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 / VOLUNTEER EXPERIENCE

### 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.

### UC San Diego's Super Sixers: Saving Society

September 2012 – June 2013

- Logistics Chairperson -

La Jolla, CA

- Independently organized resources such as raffle prizes, performers, stage and setting equipment for Up Till' Dawn fundraiser event, raising almost \$2000 for St. Jude Children's Research Hospital.