# JAY KARON

Location: North York, Ontario Phone: 647-208-8722 Email: jaykaron@gmail.com Website: jaykaron.github.io

#### **EDUCATION**

#### York University – Lassonde School of Engineering

Sep 2016 – Present

Honours BSc of Computer Science. Graduating August 2019.

Currently maintaining an A average (8.46 / 9 GPA).

Favourite courses: Advanced Data Structures, Computer Vision and Theory of Computation.

#### **EXPERIENCE**

## Geospatial Visual Analytics Lab, York University

Apr 2018 - Present

Full Stack Developer and System Administrator, Toronto, ON, Canada

Developed a web system to process, store and display water depth data from a variety of sources and formats. Responsible for the whole stack; Linux administration, database design, web framework, map system and front end.

Summer 2018: Full-time developer

- ❖ Led a 2-person team to create a working prototype from scratch.
- ❖ Used Django and Python to develop a complex website supporting user accounts, file upload and parsing, and an API for controlled database access.
- ❖ Designed an SQL schema for the data and metadata of bathymetry surveys (PostgreSQL).

Fall 2018 – Spring 2019: Part-time consultant/trouble-shooter

- \* Familiarized master's students with features of the system.
- ❖ Managed the permissions, firewall and other aspects of the Linux server (Ubuntu).
- \* Responded to emergency issues related to the server.

Summer 2019 (Present): Part-time developer to review old features and develop new ones.

#### Shaarei Shomayim Congregation

Sep 2018 – Present

Youth Director, Toronto, ON, Canada

Facilitates weekly religious services and discussions at a local synagogue for youth ages 10 - 17.

# Louis Brier Jewish Aged Foundation

Jul 2016 – Aug 2016

Donor Information Coordinator, Vancouver, BC, Canada

Used technology such as automated Excel spreadsheets and Word templates to streamline common tasks for a foundation that raises funds for a resident care home.

#### AWARDS

## Merei Family Scholarship

Feb 2019

For achieving the highest GPA among upper year students of Lassonde School of Engineering.

#### Irvine R. Pounder Award

Teh 201

For the top student of each academic year in Mathematics and Statistics at York University.

#### Chair's Honour Roll – Mathematics and Statistics

Nov 2017

For excellence in Mathematics and Statistics courses at York University.

Infotech Award Jun 2014

For outstanding performance in technology-related courses upon graduating high school.

VOLUNTEERING

Yachad Dec 2017 – Current

Supervisor, Toronto, Ontario, Canada

Volunteer aide for individuals with special needs on weekend retreats.

## **SKILLS**

Programming	Life	
Familiar with Python, Java and JS	Strong Work Ethic	Enthusiasm
SQL and Database Design	Analytical Thinking	Microsoft Office
Modern Web Technologies	Team Player	Interest in Math
Linux/Bash Scripting	Attention to Detail	
Basic Git Usage	Problem Solving	

# PROJECTS<sup>1</sup>

Computer Science Project: Algorithmics Animation Workshop<sup>2</sup>

Jan 2019 – Apr 2019

Built a website to facilitate the visualization of algorithms and data structures.

- \* Created a well-documented, high-level package to ease development of future animations.
- ❖ Built with modern web technologies: Typescript, Webpack and Bootstrap.

#### Course Final Project: Tree Ring Detection

Sep 2018 – Dec 2018

Worked on augmenting a computer vision technique to identify tree rings described by Fabijanska *et al.*<sup>3</sup> (2017) using alternate filtering methods.

- Developed in MATLAB.
- ❖ Academic report written according to CVPR standards.<sup>4</sup>

# Esri App Competition: Hoodie

Mar 2018

Lead web developer of a 4-person team to create a prototype web system to rank apartments based on neighbourhood factors for a week-long challenge from Esri Canada.

Personal Website Nov 2017 – Jan 2018

A portfolio website that hosts information about me and my projects.

- ❖ Made using Bootstrap, ¡Query and SASS.
- ❖ Includes a playable, canvas-based JavaScript game.

Java Roguelike Jan 2014 – Jun 2014

A turn-based, role-playing game with ASCII graphics made in high school.

- Over 3000 lines of Java code.
- ❖ Uses concepts like recursion, object inheritance and cellular automata.

<sup>1</sup> More information about my projects can be found at <a href="https://jaykaron.github.io/projects/">https://jaykaron.github.io/projects/</a>.

<sup>3</sup> A. Fabijanska, M. Danek, J. Barniak, and A. Piorkowski. Towards automatic tree rings detection in images of scanned wood samples. *Computers and Electronics in Agriculture*, 140:279–289, 2017.

<sup>&</sup>lt;sup>2</sup> Hosted at <a href="https://www.eecs.yorku.ca/~aaw/">https://www.eecs.yorku.ca/~aaw/</a>.

<sup>&</sup>lt;sup>4</sup> Report available at https://jaykaron.github.io/imgs/treeRingReport.pdf.