

JAY KARON

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EDUCATION

York University – Lassonde School of Engineering

Sep 2016 – Aug 2019

Honours BSc in Computer Science, A average, final GPA 3.87 / 4

EXPERIENCE

Serverless System Developer

Nov 2019 – Present

Unnamed Group, Toronto

The sole developer of a small-scale team building a system to integrate large amounts of geospatial data from multiple sources with plans to extract marketable data from it.

- ❖ Developed on AWS using fully serverless methodologies
- ❖ Designed for modularity via loosely coupled microservices and HTTP APIs

Full Stack Developer and System Administrator

Apr 2018 – Aug 2019

Geospatial Visual Analytics Lab, York University, Toronto

Worked full-time for 2 consecutive summers and part-time during the school year developing a web system to handle water depth data in a variety of formats. Responsible for the whole stack: Linux administration, database design, web framework, map system and front end.

- ❖ 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 (PostgreSQL)
- ❖ Managed the permissions, firewall and other aspects of the Linux server (Ubuntu)

AWARDS

Merei Family Scholarship

Feb 2019

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

Irvine R. Pounder Award

Feb 2018

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

SKILLS

Technological

<i>Python (plus Django)</i>	<i>React</i>
<i>AWS Services</i>	<i>Git</i>
<i>Linux Admin/Bash</i>	<i>Typescript</i>
<i>SQL (PostgreSQL)</i>	<i>Docker</i>
<i>MongoDB</i>	<i>Webpack</i>

Life

<i>Strong Work Ethic</i>	<i>Upbeat</i>
<i>Analytical Thinking</i>	<i>Microsoft Office</i>
<i>Team Player</i>	<i>Math Enthusiast</i>
<i>Attention to Detail</i>	
<i>Problem Solving</i>	

PROJECTS¹

Paper Conduit

Jan 2020

Designed a clean, responsive front-end for a blog publishing platform with React.

Computer Science Project: *Algorithmics Animation Workshop²*

Jan 2019 – Apr 2019

Built a website to visualize algorithms and data structures with Typescript, Webpack and D3, including a well-documented, high-level package to simplify development of future animations.

Course Final Project: *Tree Ring Detection*

Sep 2018 – Dec 2018

Worked (using MATLAB) on augmenting a technique to identify tree rings by Fabijanska *et al.* (2017) with alternate filtering methods and wrote an academic report on the findings³.

Highschool Final Project: *Java Roguelike*

Jan 2014 – Jun 2014

Made a turn-based, role-playing game with over 3000 lines of Java code using self-taught concepts such as recursion, object inheritance and cellular automata that I still enjoy playing.

¹ More information about my projects can be found at <https://jaykaron.github.io/projects/>.

² Hosted at <https://www.eecs.yorku.ca/~aaw/>.

³ Report available at <https://jaykaron.github.io/imgs/treeRingReport.pdf>.