

JAY KARON

Location: North York, Ontario
Email: jaykaron@gmail.com

Phone: 647-208-8722
Website: jaykaron.github.io

EDUCATION

York University – Lassonde School of Engineering Sep 2016 – Aug 2019
Honours BSc in Computer Science. A average, final GPA 8.46 / 9.
Favourite courses: Advanced Data Structures, Computer Vision and Theory of Computation.

EXPERIENCE

Geospatial Visual Analytics Lab, York University Apr 2018 – Aug 2019
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: Part-time developer

- ❖ Added software tests
- ❖ Developed a JS library to analyze generic CSV data

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 Feb 2018
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

<u>Programming</u>	<u>Life</u>	
<i>Familiar with Python, JS and Java</i>	<i>Strong Work Ethic</i>	<i>Enthusiasm</i>
<i>SQL and Database Design</i>	<i>Analytical Thinking</i>	<i>Microsoft Office</i>
<i>Modern Web Technologies</i>	<i>Team Player</i>	<i>Interest in Math</i>
<i>Linux Admin/Bash Scripting</i>	<i>Attention to Detail</i>	
<i>Version Control with Git</i>	<i>Problem Solving</i>	
<i>Docker experience</i>		

PROJECTS¹

Computer Science Project: *Algorithmics Animation Workshop*² 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.*³ (2017) using alternate filtering methods.

- ❖ Developed in MATLAB.
- ❖ Academic report written according to CVPR standards.⁴

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, jQuery 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.

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 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.

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