



Jason Whitlow

✉ jason.whitlow45@gmail.com  linkedin.com/in/jason-whitlow45  github.com/jaywhitlw45

EDUCATION

B.S. Computer Science

12/2024

California State University, Fresno

Courses: Software Engineering, Cybersecurity, Network Systems, Biometric Security, Database Design

A.S. Electrical Engineering

05/2022

Reedley College

Courses: Circuits, Statics, Materials Science, Physics

EXPERIENCE

Research Assistant

02/2023 – 05/2023

California State University, Fresno

- Collected and stored over 50 million datapoints of publicly available spatial data by making REST API requests and saving the information in a remote SQL database
- Assisted with labeling a machine learning dataset of over 7000 images to train a model to identify contaminated objects within recyclable materials
- Configured a secure connection to a remote SQL database using a peer-to-peer virtual private network

PROJECTS

Analysis of Google Facenet, Facebook Deepface, and ArcFace among varying demographics

01/2024 – 05/2024

- Investigated the performance of four facial recognition models across four racial categories: African, Caucasian, Asian, and Indian
- Executed over 200,000 tests on a dataset of 12,000 individuals and 50,000 images to unveil biases inherent in the models
- Conducted model optimization through statistical analysis metrics including accuracy, F1 score, precision, specificity, and recall
- Engaged with over 10 research papers to inform methodology and analysis
- Identified significant racial bias in both Caucasian and African classes

Meet in the Middle

08/2023 – 12/2023

- Dynamically analyzes the geographic coordinates of users and strategically identifies an optimal location based on various factors
- Notifies users of incoming friend requests and event invitations, ensuring timely and efficient communication within the application
- Collaborated with a team of 3 developers
- Languages and Technologies: NextJS, MongoDB Atlas, AWS Amplify, and Google Places API

Network Application: Tic Tac Toe

09/2023 – 12/2023

- Supports multiplayer tic tac toe over a network through P2P and Client-Server architectures
- Employs unistd.h library for managing transport layer sockets and SFML for the GUI
- Collaborated with a team of 3 other developers
- Languages and Technologies: C/C++

CERTIFICATES

CSUF Cybersecurity Certificate: 72-weeks of instruction on Cryptography, Biometric Authentication, Networking Protocols, Cyber Attacks and Countermeasures

SKILLS

Languages

C++, JavaScript, Python, Assembly x86, SQL

Technologies

NodeJS, MongoDB, Google Places API, MySQL