Jason Zheng

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EDUCATION

Davidson College **Davidson, NC**
Bachelor of Science in Computer Science *Graduated May* 2023
GPA: 3.517
Relevant Coursework: Analysis of Algorithms, Game Development, Data Structures, Computer Organization, Discrete Structures, Theory of Computation, Computer Graphics, Intro to Computer Science
Honors & Awards: Posse Foundation Full-Tuition Leadership Scholarship (2019-2023), Bonner Scholar

TECHNICAL SKILLS

- Programming Languages: Java, Python, JavaScript, C#, HTML, CSS
- Frameworks: React, MongoDB, Express, Node.Js

RELEVANT PROJECTS

Up and Coming Artist Recommender Website
Recommends up and coming artists (Python, Javascript, Handlebars.js, HTML/CSS, Node.js, Express)
- Leveraged JavaScript to implement asynchronous and await requests for retrieving data from the Spotify API
- Collaborated with two teammates to create a machine learning algorithm in Python, which analyzed user preferences including top artists, genres, and related artists from Spotify data to recommend emerging artists
- Demonstrated effective version control and collaborative skills by utilizing Git and GitHub to manage project versions and collaborate seamlessly with team members.

Rico's Lab
Recommends a recipe (*Javascript, Handlebars.js, HTML/CSS, Node.js, Express)*
- Leveraged the ChatGPT API in conjunction with asynchronous and await requests to dynamically generate personalized recipes based on user input
- Integrated with the MongoDB Atlas API to establish a robust database for storing user-generated recipes, while employing jQuery for efficient retrieval and presentation of recipes based on user search queries
- Employed Handlebars.js, HTML, and CSS to craft an engaging and user-friendly frontend, ensuring an intuitive and visually appealing recipe generation platform
- Utilized Figma to design and iterate on various user interface pages, ensuring a user-centric and aesthetically pleasing design for the application

Neuroevolutionary Model
A neural network that plays Joust (Python, TensorFlow, matplotlib, pettingzoo)
- Employed TensorFlow and Python to develop a neuroevolution program, featuring a neural network capable of monitoring both players within a single game of Joust, demonstrating proficiency in machine learning and game development.
- Utilized a comprehensive set of libraries including Skimage, Matplotlib, NumPy, Gym, PIL, OpenCV (cv2), and PettingZoo to replicate and simulate the Atari game environment, enabling detailed result tracking and analysis.

WORK EXPERIENCE

Davidson T&I **Davidson, NC**
T&I Network Technician *May 2021 – May 2023*
- Developed a Python-based tool that automated the filling of information for switch configurations, significantly reducing workload and time expenditure for colleagues and team members.
- Enhanced the performance of 137 network switches through comprehensive updates, leading to improved network efficiency and reliability, benefiting approximately 2000 students
- Collaborated with coworkers to conduct in-depth Wireless Access Point (WAP) density assessments by utilizing various high-capability Wi-Fi antennae, ensuring seamless network availability across a diverse range of devices. Additionally, played a pivotal role in evaluating the effectiveness of new deployments.

Forum One **Remote**
Technical Intern *June 2022 - August 2022*
- Gained practical expertise in full-stack development for enterprise-level applications, encompassing both front-end and back-end development.
- Proficiently wrote, tested, and managed code repositories utilizing tools such as Git, GitHub, WordPress, and Drupal, ensuring efficient development workflows and code version control.
- Introduced to SCRUM methodologies to conceptualize, design, and execute innovative features within a web-based application, fostering a collaborative and agile development environment.