

Jason Chau

LOS ANGELES, CA · SOFTWARE ENGINEER

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Education

University of California, San Diego

B.S. IN MATHEMATICS AND COMPUTER SCIENCE

La Jolla, California

Sept. 2016 - Mar. 2019

Skills

Programming Languages

Java · JavaScript · TypeScript · Python · Bash

Technologies/Tools

Git · JUnit · Log4J · Hibernate · MySQL · Oracle · JDBC · JSP

Frameworks

React Native · Angular · Node.js · Spring Boot · Spring MVC

Operating Systems

MacOS · Linux (CentOS) · UNIX · Microsoft Windows

Web Development

Bootstrap · HTML5 · CSS · JQuery

Work Experience

Infosys

ASSOCIATE SOFTWARE ENGINEER

Los Angeles, CA

Oct. 2019 - PRESENT

- Implemented RESTful API server for e-commerce application using Spring Boot and Hibernate
- Responsible for creating efficient design and developing User Interaction screens using HTML, CSS3, Bootstrap, JavaScript, Angular and Node JS.

Projects

GymPal - React Native

Apr. 2019 - PRESENT

- Developed a mobile app that helps users find potential workout/fitness partners by matching them together
- Implemented with React Native for cross-platform capabilities and Redux was used for state management and cleaner code structure
- Leveraged react-navigation to implement smooth animations when switching between screens resulting in a better user experience
- Leveraged Firebase Authentication to sign users in securely and Firestore NoSQL cloud database to store user information

Gravitate - Java, Python

Sept. 2018 - Dec. 2018

- Developed an Android app written in Java that groups users who want to carpool from San Diego to LAX to save money from using other rideshare services such as Uber and Lyft.
- Leveraged Firestore NoSQL cloud database to store user information such as flight times and profile details
- Leveraged Flight Stats API to retrieve real time flight stat information to implement an algorithm to group users with matching/overlapping flight schedules
- Login security was implemented using Firebase authentication
- Used Python's Flask framework to set up API endpoints as well as handling data validation.

Mapping Networks - C++

June 2018 - June 2018

- Developed a program to read a network, translated it into a graph with nodes and found the shortest and most efficient path by creating a minimum spanning tree using Dijkstra's, Prim's, and Kruskal's algorithm.

File Compression Program - C++

May 2018 - June 2018

- Implemented Huffman's encoding algorithm for lossless data compression
- Able to encode and decode bits to convert text files into binary and vice versa

Auto Correction & Spell Checker Program - C++

April 2018 - May 2018

- Implemented a string lookup table using C++ STL implementations of a BST and HashTable.
- Created a ternary search tree data structure for storing strings
- Implemented auto-correction to return a list of strings that are most likely the intended word given a certain prefix.
- Implemented spellchecker to return the correct spelling of a query that is mistyped.