Jason Bhan

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Education

University of California, Davis

September 2016 - December 2019

- B.S. in Computer Science. Current GPA: (3.393)
- Expected Graduation: December 2019
- Relevant Courses Taken: Operating Systems, Algorithm Design, Data Structures and Programming, Software Engineering, Object Oriented Programming, Programming Languages, Machine Dependent Programming

Technical Skills

Programming Languages

o C/C++	Javascript	Python	∘ C#
OS • Windows	Mac OS/iOS	o Linux	
Others Tools			
Node/React.js	 Visual Studio 	Xcode	o json/xml
• .NET	o SQL	o git	 Agile/Scrum

Work Experiences

Student IT Support Analyst - UC Davis

March 2018 - September 2019

- Worked in a low-supervision, team-oriented environment to provide high level customer and technical IT support to over 1000 faculty members.
- Analyzed system issues for 10+ labs in the Center for Mind and Brain and proposed and implemented solution based on client time and budget constraint.
- Troubleshot and managed different client tickets including server, security, network, and software issues.

Projects

Operating Systems

Fall 2019

- Implemented a simple shell in C which emulated a behavior similar to bash.
- Wrote a library for user level threading in C, which included API's for queue, thread, semaphore, and protected private storage.

Lango June 2019

- Developed a web application that allows users to make Korean-to-English flash cards that can be reviewed for practicing.
- Learned and used modern web coding resources such as React, Node.JS, Express, Google APIs, and Google OAuth Client to write this application.

Deep Space Delivery

June 2019

- Developed a 2-player space-themed co-op game written in C# and Unity.
- Lead the game logic portion of the game by working with all the team members and putting together the individual portions that each members made into one project.
- Learned and used different design patterns such as observer/publisher pattern to track game data and states assembled them together according to our game logic.