
JAYSON JEON

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY – B.A. COMPUTER SCIENCE, MAY 2017

Relevant Coursework: Data Structures, Security, Algorithms, Databases, Artificial Intelligence, Machine Learning, Internet Architecture, Computing with Data, Web Design

EXPERIENCE

KOREAN LANGUAGE INTERN, SOUNDHOUND INC – JUN 2017 - PRESENT

Main responsibility is to prepare and refine training data for speech recognition machine learning algorithm. Responsibilities also included building tools to improve the accuracy and quality of data

SOFTWARE ENGINEERING INTERN, KLOUDLESS – JUN 2016 - AUG 2016

Implemented permissions API for company's Google Drive plugin that allows clients to give or retract reader/writer permissions for their Google Drive documents

CS61B (DATA STRUCTURES) LAB ASSISTANT, UC BERKELEY – JAN 2015 - DEC 2015

Assisted students on lab assignments and projects under the teaching staff. Also created a way to manage all lab assistants and their assigned times for the course staff.

PROJECTS

LEAGUE OF LEGENDS PLAYER ANALYZER

- Wrote Python code to analyze League of Legends (online game) player statistics
- Used Riot REST API to retrieve data from Riot (game company)
- Can retrieve and calculate a player's data such as win-rate and in-game status in under a minute

DIGIT CLASSIFIER WITH SVM

- Created a classifier that takes in pixelated digits (0 to 9) with NumPy and SciPy
- Used support vector machine to classify and used cross-validation methods to find an optimal value for the hyperparameter c , which led to 90% accuracy rate

IMAGE DEPTH PERCEPTION AND PERFORMANCE OPTIMIZATION

- Created a C program that can approximate depth within a stereo image
- Optimized the program to increase the operation rate from 1.7 Gflops to 24 Gflops
- Used optimal loop ordering, loop unrolling, Intel SSE Intrinsics, and OpenMP techniques

SKILLS

Languages: Python, Java, C, SQL, HTML5, CSS3, Javascript (jQuery)

Others: Git, UNIX, NumPy/SciPy, Apache Spark, Google Docs