
Jayson Jeon

Software Engineer

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EXPERIENCE

Soundhound, Inc., Santa Clara - *Data QA/Software Engineer Intern*

June 2017 - PRESENT

- Curated speech data for the training data to be used for Korean voice recognition machine learning algorithm
- Worked with existing and created new NLU models for Korean voice-controlled embedded systems that is set to be commercialized and mass-produced

Kloudless, Berkeley - *Software Engineer Intern*

June 2016 - August 2016

- Implemented Permissions API in python/django for company's Google Drive plugin that allows clients to give or retract read/write permissions for their Google Drive documents

EDUCATION

University of California, Berkeley - *B.A. Computer Science*

August 2013 - May 2017

Related coursework: Data structures, Security, Algorithms, Databases, Artificial Intelligence, Machine Learning, Internet Architecture, Computing with Data

RECENT PROJECT

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

SKILLS

Programming Languages: Python, Java, C/C++, SQL, HTML5, CSS3, Javascript

Natural Languages: English, Korean

Others: Git, SVN, UNIX, NumPy/SciPy, Google Docs