JAYSON JEON

EDUCATION

UC BERKELEY – B.A. COMPUTER SCIENCE, MAY 2017 (INTENDED)

Relevant Coursework: Data Structures, Security, Algorithms, Databases, Artificial Intelligence, Machine Learning, Linear Algebra, Discrete Mathematics & Probability, Random Processes

EXPERIENCE

SOFTWARE ENGINEERING INTERN, KLOUDLESS – JUN 2016 - AUG 2016

Implemented Permissions API for Kloudless's Google Drive plugin that allows Kloudless 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 a value for the hyperparameter c
- Trained on thousands of samples using training/validation set and achieved an accuracy rate of 90% on test set (submitted on Kaggle)

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, Scala, SQL, HTML5, CSS3, Javascript (JQuery)
Others: Git, UNIX, NumPy/SciPy, Apache Spark, Google Docs

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