Jason Chen

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EDUCATION

Stanford University Fall 2020 - June 2024
Bachelor of Science, Computer Science (Artificial Intelligence Track) GPA: 3.84
SAT: 1590/1600

WORK EXPERIENCE

Software Engineer Intern (Automation) June 2022 - September 2022
Keysight Technologies Santa Clara, CA

- Automated laser measurement tasks with python and shell scripting; migrated and refactored GPIB code for laser interferometer communication w/ PyVisa library
- Developed a dashboard in Tkinter and Figma for internal use by test engineers to streamline laser calibration; improved testing efficiency and performance by 120%
- Wrote backend code to handle SQL input for cloud ODBC databases, Amazon WS
- Experience in Agile and CI/CD unit test development; use of GIT version control
- Extensive experience with NumPy, MatplotLib, SciPy, React for data visualization
- Developed a modified adaptive learning of gradient descent algorithm for optic calibration

Software Research Intern June 2020 - September 2020
UC Davis Davis, CA

- Used Java-based image processing to quantify the effects of TPPU, a protein that increases the presence of anti-inflammatory acids (EETS), on asthma symptoms (airway constriction/ mucin)
- Co-authored research poster presented at the Society of Toxicology 59th meeting.

Software Research Intern June 2019 - September 2019
Corr Group, Rensselaer Polytechnic Institute Troy, NY

- Analyzing mechanical property data on alginate, a polysaccharide in brown kelp, for synthetic vasculature development. Created material through electrodeposition, analyzed results in Java.

PROJECTS

Fine-Tuning SOTA Language Models for Diachronic Adaptation September 2021 - October 2021

- Fine-tuned SOTA Language Models GPT-2 and RoBERTa to learn novel word embeddings from definitions, developed causal and masked language prediction tasks for model evaluation
- Examined initialization methods for bounding Kullback–Leibler divergence and optimized model GPU inference performance with policy sampling algorithms; familiarity with Pytorch, Scikit, NumPy and HuggingFace and machine learning operations lifecycle
- Paper Writeup: https://github.com/jin-json/tyo/blob/main/report.pdf

Outfit API Proxy, Roblox Engine November 2020 - January 2021

- Wrote a full-stack, open-source queue-management application in LUA hosted on Roblox Engine that queries HTTP requests to an external Javascript web proxy. The server scrapes JSON outfit data from the Roblox Avatar API, handling client requests to view user outfits.

RELEVANT COURSEWORK

Natural Language Proc. w/ Deep Learning (CS224N)
Artificial Intelligence: Principles and Techniques (CS221)
Computer Vision: Foundations & Applications (CS131)
Mining Datasets for Distributed Systems (CS246)
Probability for Computer Scientists (CS109)
Numerical Analysis and Optimization (CS205L)
Machine Learning (CS 229)
Principles of Computer Systems (CS110)
Applied Matrix Theory (MATH104)
Multivariable Calculus & Linear Algebra (MATH51)

TECHNICAL SKILLS

Programming Languages: Python, C++, C, Lua, Java, R, HTML, CSS, Unix
Frameworks & Libraries: Pytorch, NumPy, Scikit, MatplotLib, Tkinter, VIM, LaTeX, React, REST API