Jason Less

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA)
B.S. in Computer Science
Expected Graduation: June 2020
GPA: 3.6

LINKS

Website: **www.jasonless.com**
Github: **/jless97**
LinkedIn: **/jasonless**

SKILLS

LANGUAGES
• C/C++, Python, Go, Java, Prolog, Lisp/Scheme, OCaml, Javascript, SQL
WEB DEVELOPMENT
• HTML, CSS, Bootstrap, MongoDB, Express, Angular, Node.js, Pyramid
SOFTWARE TOOLS
Miscellaneous
• Docker, MySQL, AWS Step Functions
Service Observability
• Scribe, Kafka, Splunk, SignalFX, Sensu
Performance
• Locust, Zipkin
Testing Frameworks
• Pytest, JUnit, Mockito
Version Control
• Git, SVN

HONORS/AWARDS

SOCIETIES
09/2017 - Upsilon Pi Epsilon International Comp. Sci Honor Society
01/2017 - Golden Key International Honor Society
02/2016 - Alpha Lambda Delta and Phi Eta Sigma Honor Society
AWARDS
Fall 2015 - Dean's Honor List
Winter 2016 - Dean's Honor List
Spring 2017 - Dean's Honor List

EXPERIENCE

FACEBOOK | Sept 2019 - Dec 2019
Incoming Software Engineering Intern | Menlo Park, CA
• Intern responsibilities to be determined

LINKEDIN | June 2019 - Sept 2019
Incoming Software Engineering Intern - Search Team | Sunnyvale, CA
• Intern responsibilities to be determined

YELP | Sept 2018 - Dec 2018
Software Engineering Intern - Revenue Team | San Francisco, CA
• Designed, implemented, and deployed a service in Yelp's Service-Oriented Architecture using their PaaS and Jenkins CI pipeline (using Python)
• Created RESTful APIs to interface with the service, utilized Pyramid to handle URL routing, and documented API details with Swagger UI
• Added observability to the service by adding application-level logging via Scribe logs, metrics and service-health monitoring via Splunk and SignalFX dashboards, and error-alerting via Sensu dashboards and Service-Level Objectives (SLOs)
• Stress tested the service endpoints using Locust load testing and debugged service performance and endpoint response times using Zipkin traces

NORTHROP GRUMMAN | June 2018 - Aug 2018
Software Engineering Intern | Redondo Beach, CA
• Worked in the Counter Rocket Artillery and Mortar (C-RAM) team for Missile Defense Protective Services
• Designed and implemented the front and back-end of a Java-based GUI featuring GPIO-interfacing functionality, which will be utilized by the C-RAM Command and Control System team

ELFIN CUBESAT SATELLITE MISSION, UCLA | Feb 2017 - Oct 2017
Lead Software Engineer | Aug 2017 – Oct 2017
• Responsible for the flight software and the other software engineers
• Led subsystem meetings and collaborated effectively with other subsystems in a multidisciplinary environment
• Oversaw and provided guidance to the other software engineers
Software Engineer | Feb 2017 - July 2017
• Worked hands-on with several PIC microcontrollers to develop real-life flight mission software
• Developed spin control law algorithms for the spin-stabilized satellite that allows ELFIN to determine its current attitude and maintain it while in orbit (using C++ and Python)

ENGINEERING PROJECTS

BLOG SERVER | March 2018
• Built an online website allowing users to post blog entries written in markdown (using HTML/CSS/Javascript)
• Implemented the website twice, once using a more "traditional" stack based on Java and MySQL on Apache Tomcat, and once more using a more "modern" stack based on MongoDB, Express, Angular, and Node.js
• Utilized Docker containers to develop and test the website