Jason Less

jaless1997@gmail.com | 707-416-6378

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA)
BS in Computer Science
Expected Graduation: Dec 2019
GPA: 3.6

LINKS

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

COURSEWORK

UNDERGRADUATE
Linux/Terminal
Operating Systems
Networking Fundamentals
Web Applications
Machine Organization/ Architecture
PIC Microcontrollers
Internet of Things Devices (IoT)

SKILLS

LANGUAGES
C/C++ • Java • Python • Shell
HTML • CSS • Javascript • SQL
FRAMEWORKS + SOFTWARE
MongoDB • Express • Angular
Node.js • MySQL • Bootstrap
Docker • Xcode • NetBeans
MS Visual Studio • Emacs • Vim
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
04/2016 - National Society of Collegiate Scholars
AWARDS
Fall 2015 - Dean's Honor List
Winter 2016 - Dean's Honor List
Spring 2017 - Dean's Honor List

EXPERIENCE

YELP | Incoming Software Development Engineer Intern
Sept 2018 - Dec 2018 | San Francisco, CA
Language: Python
- Will be working for the Backend Commerce Platform team

NORTHROP GRUMMAN | Software Development Engineer Intern
June 2018 – Aug 2018 | Redondo Beach, CA
Language: Java

- Worked in the Counter Rocket Artillery and Mortar (C-RAM) team for Missile Defense Protective Services
- Designed and implemented a Java-based GUI featuring GPIO-interfacing functionality, which will be utilized by the C-RAM Command and Control System team
- Developed both the front-end and back-end of the program

ELFIN 3U+ CUBESAT SATELLITE MISSION, UCLA | Lead SWE
Aug 2017 – Oct 2017 | Los Angeles, CA
Language: C++, Python
- 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

ELFIN 3U+ CUBESAT SATELLITE MISSION, UCLA | SWE
Feb 2017 – July 2017 | Los Angeles, CA
Language: C++, Python
- 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
- Established a full duplex UART connection between the Attitude Determination and Control Board with the Peripheral Controller Board

ENGINEERING PROJECTS

BLOG SERVER | MEAN Stack | Java/MySQL | HTML/CSS/JS
March 2018
- Built an online website allowing users to post blog entries written in markdown
- 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

SPACE INVADERS | C++
September 2017
- Recreated the classic 2D arcade game Space Invaders and displayed the graphics using Apple's XQuartz graphics framework
- Created each of the in-game objects (i.e. spaceship, aliens, lasers) under a modularized system
- Utilized fundamental concepts of Object-Oriented Programming including heavy use of inheritance and encapsulation