

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](https://github.com/jless97)

LinkedIn: [/jasonless](https://www.linkedin.com/company/jasonless)

SKILLS

LANGUAGES

- C/C++, Python, Java, 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, Sensus

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 Sensus 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