

# Jason Less

jaless1997@gmail.com | 707-416-6378

## EDUCATION

### UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA)

#### BS IN COMPUTER SCIENCE

Expected Graduation: June 2019

GPA: 3.6

## LINKS

Website: [www.jasonless.com](http://www.jasonless.com)

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

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

## COURSEWORK

### UNDERGRADUATE

Operating Systems

Machine Organization/ Architecture

Linux/Terminal

Embedded Systems (PIC

Microcontrollers)

Internet of Things Devices (IoT)

FPGAs

Digital Design

## SKILLS

### LANGUAGES

C++ • C • Embedded C • Shell

HTML • CSS • Python • SQL

Verilog • PHP

### FRAMEWORKS + SOFTWARE

Xcode • Microsoft Visual Studio

MPLAB • Xilinx • MySQL • Bootstrap

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

### NORTHROP GRUMMAN CORPORATION | SWE INTERN

Expected June 2018 – Aug 2018 | Redondo Beach, CA

- Intern responsibilities to be determined

### ELFIN 3U+ CUBESAT SATELLITE MISSION, UCLA | LEAD SWE

Aug 2017 – Oct 2017 | Los Angeles, CA

- 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

- Established a full duplex UART connection between the Attitude Determination and Control Board with the Peripheral Controller Board
- Developed spin control law algorithms for the spin-stabilized satellite that allows ELFIN to determine its current attitude and maintain it while in orbit
- Frequent use of low level C operations when writing software to develop efficient methods to limit memory consumption and to speed up performance on the memory-limited PIC microcontrollers

## ENGINEERING PROJECTS

### SPACE INVADERS | LANGUAGE: VERILOG

June 2017

- Recreated the classic arcade game: Space Invaders using Verilog on a Nexys-3 Spartan-6 FPGA board
- Created each of the objects of the game (i.e. player, aliens, barriers, etc.) under a modularized system
- Displayed the graphics using the VGA output of the FPGA board

### INTEL EDISON IOT SECURITY SYSTEM | LANGUAGE: C

May 2017

- Developed a networked lock (to simulate a client unlocking a door via a server) using the Intel Edison and Grove Sensor Kit
- Designed a unique security system on the Intel Edison by utilizing various GPIOs (i.e. light sensors and push buttons), which were used to virtually unlock a door by sending an encrypted verification message (using Open SSL) to a server
- Gained insight into system design and aspects of security (within the realm of IoT systems) through the development process

### FRACKMAN | LANGUAGE: C++

Feb 2016 – March 2016

- Worked on a 2D game similar to the arcade game "Dig Dug" written using C++
- Implemented a wide range of classes to create each of the objects within the game
- Used in-game timing mechanisms to get objects to interact with one another and be displayed at appropriate times