Jason R. Chew

(661) 964-8339   jrchew15@gmail.com   [Portfolio](#)   [LinkedIn](#)   [Github](#)   San Francisco / Bay Area

Summary

Software engineer with an extensive background in general mathematics. Effective communicator and fast learner with proven experience handling varied responsibilities with minimal direction.

Skills

Languages JavaScript, Python3, HTML/CSS, Docker, MATLAB
Frameworks/Packages React.js, Redux.js, Sequelize.js, Express.js, Flask
Key Skills Agile development, Object-oriented programming (OOP), Test-driven development (TDD), Pair programming

Projects

Word Play Puzzles (Python, Flask, JavaScript, React / Redux, HTML, CSS, PostgreSQL)   Live Site | Github
An interactive, online puzzle platform taking inspiration from the New York Times Puzzles
- Minimized requests made to an external API (WordsAPI) by maintaining internal word table in PostgreSQL database
- Constructed a lightweight, responsive puzzle display with raw css and frontend calculation of component attributes
- Improved data reliability by hosting user images in an AWS S3 bucket and by implementing seed data via Alembic
- Created an intuitive user experience by automatically making calls to the Flask backend on every puzzle input

Nah-sana (Python, Flask, JavaScript, React / Redux, HTML, CSS, PostgreSQL)   Live Site | Github
A project management web application modeled after Asana
- Coordinated Agile workflow and git procedure with a developer team to assure continuous deployment to production
- Spearheaded wireframing for the page layout to standardize component sizing across all features for all developers
- Constructed dropdown menus using React context to handle automatic closing of dropdowns

NoiseFog (JavaScript, Sequelize, React / Redux, AWS, Express, HTML5, CSS, PostgreSQL)   Live Site | Github
An audio playing application and user-populated music library modeled after SoundCloud
- Designed RESTful API endpoints using Express and Sequelize to serve records for hundreds of songs, albums, and artists
- Implemented Amazon Web Services to store user-uploaded songs and images for user data reliability
- Designed a song queue slice of state allowing continuous audio as the user navigates through the application

Education

App Academy   May 2022 - Oct 2022
Immersive software development course with focus on full stack web development.

University of California, Santa Cruz
Ph D in Mathematics (incomplete)   Sept 2017 - May 2021

California Polytechnic State University (Cal Poly), San Luis Obispo
Masters of Science in Mathematics   Sept 2015 - June 2017
Bachelors of Science in Physics   Sept 2009 - June 2013

Experience

App Academy - ***Software Engineering Assistant***   Jan 2023 - Present
- Provides debugging assistance to over 40 job-seekers to fix and improve projects using a variety of tech stacks
- Administers mock technical interviews to sharpen data structures and algorithms (DS&A) skills for job-seekers
- Tests submitted applications for errors and design, and gives detailed feedback to improve job-seeker portfolios

Futures Academy (Private school) - ***Teacher / Mentor***   May 2021 - May 2022
- Managed the curriculum and class schedule for 10+ different high school math and science courses simultaneously
- Tailored course curriculum to the learning needs of individual students between 8th-12th grade

University of California, Santa Cruz - ***Teaching Assistant (TA)***   Sept 2017 - May 2021
- Assisted in the instruction and development of a Computational Mathematics course on computer arithmetic and numerical methods for data modeling
- Trained incoming TA's, equipping them with evidence-based pedagogical skills