

Jared Zhao

University of California, Berkeley

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Education

University of California, Berkeley – Computer Science (August 2017 – Present)

Computer Skills

- Java, Python, Spark, JavaScript, React Native, OpenGL, GLSL Shader Language, Github, Networking (Socket), Telemetry, Embedded Systems, Unix-based operating systems, Web Development (polyture.com, jaredzhao.com, nimbleats.com), Deep Learning with Tensorflow and PyTorch

Internship Experience

Nimbleats, Inc. – Berkeley, CA (May 2018 – Present)

- Lead development of client-sided mobile app in React Native
- Managed team software engineers to develop restaurant-sided mobile app
- Developed backend server and database
- Worked on Geo-Query and Stripe payment processing integration

AccuMac Corporation Internship – Phoenix, AZ (December 2017 – January 2018)

IT & Marketing Intern

- Built and maintained corporate data server
- Redesigned and reconstructed AccuMac's website for greater flexibility

MIT Lincoln Lab / Masy BioServices – Bedford / Pepperell, MA (June 2016 – July 2016)

- Developed software for the Masy BioServices and the Geo Calibration Metrology team
- Published research journal regarding the Joule Balance
- Presented the Joule Balance and physics journal at the 2016 National Conference of Standards Laboratories (NCSL) International in Saint Paul, Minnesota

Computer Science Experience

Polyture Data Analysis Platform – (Summer 2019 – Present)

- Designed and developed Terabyte-scale data processing pipeline
- Designed and developed React front-end
- Demo available on polyture.com

Castle Blitz – (December 2016 – Present)

- Video game and game engine developed in Java
- Created custom GLSL shader for OpenGL
- Developed multiplayer server and combat artificial intelligence
- Source code / demo available on jaredzhao.com and Github

Kingdom Dash – (May 2016 – July 2016)

- Video game and game engine developed in Java
- Source code / demo available on jaredzhao.com and Github

Java Instructor – (Summer 2017)

- Taught 10 students with a wide range of mathematical maturity the essence of computer science and practical programming skills
- All students ended with intermediate knowledge and experience of programming

Netsuite Javascript – (Winter 2017)

- Worked on Netsuite Suitescript to help facilitate everyday business operations
- Learned and practiced deep understanding of the Suitescript API

Activities

UC Berkeley Solar Car Team (CalSol) – Berkeley, CA (September 2017 – May 2018)

Telemetry Team, Race Strategy Team

- Heading development in race strategy software
- Developed new ways of computing and predicting weather for the purposes of solar car

Walnut Solar Car Team (WSC) – Walnut, CA (August 2015 – July 2015)

Head of Telemetry

- Promoted to Head of Telemetry due to advanced knowledge of Java network programming, Unix based operating systems, and embedded systems such as the Raspberry Pi and Arduino
- Created a socket server-based telemetry system for remote communication and monitoring of the solar and electric vehicles
- Worked on the electronics, drivetrain, and telemetry of Solar and Non-solar Electric Vehicle

References

Dr. Cesar (Jun) Bautista | MIT Research Mentor | (508) 400-5930 | junb9042@gmail.com