Jason Shu

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EXPERIENCE

Software Engineer III — Jul 2023 – Present
NetApp, Inc. — Raleigh, NC
- Modernized thousands of lines of monolithic Perl code into an asynchronous Python library with a software architect
- Open–sourced the library for internal engineers to leverage in different workflows and contribute to its development, resulting in cross–team collaboration and expanding the library's functionalities

Software Engineer II — Jul 2022 – Jul 2023
NetApp, Inc. — Raleigh, NC
- Sole developer for a six-month effort to deprecate hundreds of insecure commands with a more secure REST API, resulting in a 33% reduction across all regression testing run time
- Shipped several first–party company products by developing critical tooling and coordinating with QA partners

Software Engineer I — Feb 2021 – Jul 2022
NetApp, Inc. — Raleigh, NC
- Owned over a hundred weekly team release cycles into production and resolved regressions in CI/CD pipelines
- Delivered time–sensitive QA requirements efficiently into a complex multi–cloud, multi–configuration tool
- Enhanced team talent quality by conducting interviews and mentoring new hires as a junior engineer

Software Engineering Intern — Jun 2020 – Aug 2022
NetApp, Inc. — Remote
- Automated a week–long manual regression testing process into one hour, directly impacting release schedules
- Adapted to a fully virtual internship by maintaining proper time management and communication habits

Software Engineering Intern — May 2019 – Aug 2019
Lockheed Martin Corporation — Moorestown, NJ
- Collaborated with 3 interns to build, test, and deploy a GUI for the Aegis Combat System using enterprise software
- Participated in daily standups and gained hands-on experience with the SDLC and internal CI/CD pipelines

PROJECTS

NetApp AI Tooling Agents NetApp Hackathon — Nov 2023
- Developed AI agents for internal engineering tools to allow interacting with AI models with company terminology
- Implemented LangChain Custom Tools and OpenAI Function Agents in Python and hosted application on Streamlit

PolyHeal NetApp Hackathon — May 2023
- Won overall best project and audience favorite at NetApp's first Generative AI Innovation Hackathon out of 30 teams
- Published an internal PyPI package that iteratively fixes script errors through automated validation and stacktrace analysis, resulting in increased developer time savings and code quality

Scuttle github.com/jshu-git/scuttle — Jan 2021
- Transformed an in-person card game into a 2–player online adaptation using the boardgame.io JavaScript framework
- Implemented complex game mechanics and lobby system for online play and deployed on Heroku

Vigor github.com/jshu-git/vigor — Jul 2017
- Published an exercise iOS app that provides default and customizable workouts, tutorials, and a progress calendar
- Created with Apple's Xcode IDE and parsed webpages with the SwiftSoup API library

SKILLS

Languages: Python, Perl, Java, JavaScript, HTML/CSS, Swift, C, SQL,
Developer Tools: Git, Perforce, Jira, Bitbucket, Jenkins, Unix/Linux
Frameworks: Cloud Computing (AWS, GCP, Azure, IBM), Docker, React, Node.js, Xcode, Flask, Unity

EDUCATION

University of Maryland, College Park — Aug 2017 – Dec 2020
B.S in Computer Science, Minor in Philosophy — GPA: 3.80

EXTRACURRICULAR

Grace Hopper Celebration — 2021
- Volunteered in Women in Tech (WIT) recruiting events to support graduate students seeking employment
- Coordinated within an event committee to schedule professional development workshops and manage event budget

UMD Triathlon Team — Aug 2017 – Dec 2020
- Competed in collegiate triathlons and demonstrated strong commitment while balancing academic responsibilities