Jason Shu

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EDUCATION

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

EXPERIENCE

Software Engineer II — Jul 2022 – Present
NetApp, Inc. — Raleigh, NC
- Sole developer for a 6 month effort to deprecate hundreds of insecure commands in favor of a REST API
- Modernized thousands of lines of monolithic Perl code into an asynchronous Python library with a software architect
- Shipped several first–party company products through critical tooling development and QA coordination

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

Spotify Album Sorter github.com/jshu-git/sort_albums — Aug 2023
- Wrote a Python program to sort Spotify albums by release date, addressing a popular but lacking platform request
- Interacted with the Spotify API to authenticate user credentials to retrieve album metadata and send API requests

PolyHeal — 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 while also engaging cross–team contributors

ChatGPT Wrapper jshu-gpt.netlify.app — Apr 2023
- Developed a wrapper around the OpenAI ChatCompletion API to explore LLM capabilities
- Utilized a Node.js API backend with a minimal React frontend to send messages and toggle parameters

Scuttle github.com/jshu-git/scuttle — Jan 2022
- 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 2018
- 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, C, SQL, Swift
Developer Tools: Git, Perforce, Jira, Bitbucket, Jenkins, Unix/Linux
Frameworks: Cloud Computing (AWS, GCP, Azure, IBM), Docker, React, Node.js, Flask, Unity, Xcode

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