

# Jason Shu

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## EDUCATION

**University of Maryland, College Park**  
B.S in Computer Science, Minor in Philosophy

Aug 2017 – Dec 2020  
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](https://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

### Scuttle [github.com/jshu-git/scuttle](https://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](https://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, 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