Jason Ting

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EDUCATION

UC SANTA CRUZ
Master's of Science: Computer Engineering
Expected graduation:
June 2019 | Santa Cruz, CA

Bachelor's of Science in Computer Engineering
Expected graduation:
June 2018 | Santa Cruz, CA
GPA: 3.4

COMPUTER SKILLS

PROGRAMMING
• Python • Java • Assembly
• C • Verilog
• HTML • CSS • JavaScript

TOOLS AND IDE
• Eclipse • MPLAB X
• VMs • ISE Design Suite
• GIT • Unix • Vivado
• Oscilloscope
• MATLAB

COURSEWORK

• AI (current • Operating Systems
• Logic Design With Verilog
• Logic Design
• Electronic Circuit
• Abstract Data and Algorithm
• Computer Network
• Data Structure
• Game AI
• Microprocessor Design

LANGUAGES

English (Native)
Mandarin (Fluent)

EXTRACURRICULAR

• Society of Asian Scientist and Engineers
• Chinese Student Association
• National Level USA Badminton Umpire

WORK EXPERIENCE

LAB INSTRUCTOR | Logic Design
January 2018 - present | Santa Cruz, CA
- Teaching a class of 20 students learning logic design
- Subjects taught include state machine, sequential circuits, system level design

MSI LEARNING ASSISTANT | Logic Design Tutor
January 2017 - January 2018 | Santa Cruz, CA
- Facilitate interactive group learning sessions for up to 12 students at a time
- Help the students work together to understand the class material
- Create a collaborative learning environment
- Taught students how to create a state machine and solve sequential circuit problems

READER | Intro to Java
September 2017 - January 2018 | Santa Cruz, CA
- Successfully written and implemented Python script to evaluate students' programming assignment

INDIVIDUAL TUTOR | Abstract Data and Algorithm
January 2017 - March 2017 | Santa Cruz, CA
- Create lesson plan to help student further understand the concept
- Keep tutee engaged during tutor hour
- Taught sorting / searching techniques and basic graph algorithm

PROJECTS

AMAZON PRODUCT RECOMMENDATION | March 2018
- Incorporated collaborative filtering to recommend users product
- Implemented cosine similarity to find similar users and K-nearest neighbors for computation

SMART PARKING SYSTEM | January 2018
- Achieved goal of making a smart parking system that allow users to find availability of parking spots via mobile application
- Incorporated TCP/IP and REST API to send information from microcontroller to the cloud
- Used OV7670 with microcontroller to capture car image

SMASH BRO MELEE BOT | January 2018
- Created an AI training bot that helps player practice their chain grabs
- Implemented using behavior tree and genetic algorithm

OSCILLOSCOPE | December 2017
- Successfully made a microcontroller to communicate with Raspberry Pi to create a 2 channel oscilloscope
- Implemented DMA protocol to store data and used USB to transfer onto the Pi

ULTIMATE TIC TAC TOE BOT | October 2017
- Successfully created an AI bot that will play Ultimate Tic Tac Toe
- Applied Monte Carlo Tree Search to determine the next move
- Included heuristics to help the AI decide the next move