# **Jason Ting**

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#### **OBJECTIVE:**

To obtain an internship or co-op position

#### **EDUCATION:**

University of California, Santa Cruz

Sept 2018 - June 2019 Computer Engineering, M.S. **Expected Graduation: Spring 2019** 

University of California, Santa Cruz

Sept 2014 - Present Computer Engineering, B.S (4th year), GPA: 3.4 **Expected Graduation: Spring 2018** 

#### **Related Coursework:**

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

#### **SKILLS:**

#### Software:

- Proficient in , C, JavaScript, HTML/CSS
- Competent in Python, Java
- Tools/IDE: Eclipse, MATLAB, Oscilloscope, Vivado, Unix, GIT, VMs

#### **WORK EXPERIENCE:**

#### Lab Instructor | Logic Design

Jan 2018 - Present

- Teaching a class of 20 students learning logic design
- Subjects taught include state machine, sequential circuits, system level design
- Debugged state machine using simulator

# MSI Learning Assistant | Logic Design Tutor

Jan 2017 - Jan 2018

- 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

#### Grader | Intro to Java

Sept 2017 - Jan 2018

Created and used python script to grade programming assignments and store result onto an excel

#### Individual Tutor | Abstract Data and Algorithm

Jan 2017 - Mar 2017

- Create lesson plan to help student further understand the concept
- Keep tutee engaged during tutor hour
- Taught sorting / searching techniques and basic graph algorithm

### **Extracurricular:**

## **UC Santa Cruz Badminton Officer**

Sept 2016 - June 2017

- Help coordinate events with other schools
- Communicating with OPERs

#### **National 2 USA Badminton Umpire**

March 2013 - Present

- Gained experience in handling certain on court situation between players
- Ensure that the match runs smoothly by resolving and problems
- Made sure everything is within BWF regulations

# **PROJECTS:**

# **Amazon Recommendation System**

April 2018 - Present

- Used collaborative filtering to recommend users product
- Use cosine similarity to find similar users
- Used K-nearest neighbors for computation

# **Smart Parking System**

Jan 2018 - Present

- As a team of four, our goal is to make a smart parking system that helps user find parking through an app
- Used TCP/IP and REST API to send information from microcontroller to the cloud
- Used OV7670 with microcontroller to capture car image

# **Super Smash Bro Melee Bot**

Nov 2017 - Jan 2018

- Created an AI training bot that helps player practice their chain grabs
- Implemented using behavior tree and genetic algorithm

# **Ultimate Tic Tac Toe Bot**

Sept 2017 - Oct 2017

- Used python to create an AI bot that will play Ultimate Tic Tac Toe
- Used Monte Carlo Tree Search to determine the next move
- Included heuristics to help the AI decide the next move

# Skyfall

April 2016 – May 2016

- Used verilog and schematics to make a game where you dodge falling meteors
- Created state machine with verilog to control the game state
- Interaction between FPGA board and monitor