Jason Ting

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EDUCATION

UC SANTA CRUZ

Master's of Science: Computer Engineering
Expected graduation:
December 2019 | Santa Cruz, CA

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

COMPUTER SKILLS

PROGRAMMING

• Python • Java • javascript
• HTML • C • Verilog

TOOLS AND IDE

• Eclipse • PSL
• sklearn • Tensorflow
• numpy • pandas • Vivado
• Oscilloscope
• MATLAB

COURSEWORK

• AI
• Advanced Visualization
• Operating Systems
• Logic Design With Verilog
• Logic Design
• Electronic Circuit
• Abstract Data and Algorithm
• Computer Network
• Game AI
• Microprocessor Design

LANGUAGES

English (Native)
Mandarin (Fluent)

EXTRACURRICULAR

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

PROJECTS

PSL GRAPHICAL MODEL REPRESENTATION | February 2019

- Successfully visualized a statistical relational learning graphical model
- Implemented using d3 and jQuery

MNIST NUMBER RECOGNITION | Octoboer 2018

- Given a dataset of numbers 28x28 pixels, correctly predict the given number
- Implemented a neural network using Tensorflow
- Obtained 97% accuracy on MNIST data

SMART PARKING SYSTEM | June 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

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

SMASH BRO MELEE BOT | January 2018

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

WORK EXPERIENCE

TEACHING ASSISTANT | Logic Design

January 2018 - Present | Santa Cruz, CA

- Help solve student's issue they are having with their coding assignment
- Utilize various tools such as timing diagram

LINQS LAB | Graduate Student Research

November 2018 - Present | Santa Cruz

- Working on recommender system to recommend items player should buy in a MOBA game
- Implement using a statistical relational learning framework called Probabilistic Soft Logic (PSL)
- Work with OmnyIQ to analyze router data

LAB INSTRUCTOR | Logic Design

January 2018 - June 2018 | 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