

Jason Ting

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EDUCATION

UC SANTA CRUZ

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

COURSEWORK

- 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 - now | 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

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

ID TECH | CAMP INSTRUCTOR

June 2016 - August 2016 | Palo Alto, CA

- Coordinate activities with other staff members
- Be a role model and a leader for students

PROJECTS

SMASH BRO MELEE BOT | JANUARY 2018

- Implement AI bot using open source code
- Used behavior tree to decide bot's next move

OSCILLOSCOPE | DECEMBER 2017

- Used Microcontroller to communicate with Raspberry Pi to create a 2 channel oscilloscope
- Used DMA protocol to store data and used USB to transfer onto the Pi

PLANET WARS | OCTOBER 2017

- Used python to create an AI bot that will play planet wars
- AI bot ran on behavior tree to strategize the next move

WEBSITE | MARCH 2017

- Used HTML, CSS, JavaScript to develop a personal website hosted on Github
- Built site following various tutorials with the goal of creating a professional portfolio
- Constructed using the Bootstrap framework and open-source libraries

SKYFALL | 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