

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
- 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 - March 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

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 INTERN | 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

SMART PARKING SYSTEM |(IN PROGRESS)

- 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

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

- 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

ULTIMATE TIC TAC TOE BOT | OCTOBER 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 | 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