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

PROJECTS

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

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