

JASON HUA

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Education

Georgia Institute of Technology

Bachelor of Science in Computer Science

Concentration/Threads: Cybersecurity & Privacy, Intelligence

Expected Graduation: Dec 2026

Atlanta, GA

Relevant Coursework

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|------------------------|--------------------------|-----------------------|-------------------------|
| • Data Structures | • Object Software Design | • Intro to AI | • Computer Architecture |
| • Information Security | • Machine Learning | • Systems Programming | • Database Integration |

Technical Skills

Languages: Java, Python, C/C++, JavaScript, HTML, CSS, TypeScript

Frameworks/Tools: React, Node.js, Express.js, MySQL, Git, Firebase, Docker, MongoDB, Agile, VS Code, IntelliJ, Android Studio

Professional Experience

University of Indianapolis, Masters of Data Science Program

2025

Firmware Engineering Intern

Indianapolis, IN

- Embedded C firmware integrating with serial bus communication using the PICK-IQ protocol for multi-controller addressing and daisy-chained device control
- Improved configuration UI to streamline firmware updates, device onboarding, and device ID assignment
- System design directly influenced Endress+Hauser to develop a capital investment plan based on the proposed system
- Beta tested neural networks and deep learning programs and tuning configurations for course curriculum

Projects

Game Recommendation System | Python, Scikit-learn, Machine Learning

2025

- Implemented supervised and unsupervised learning pipelines in Python using scikit-learn to model user-game preference classification
- Performed feature extraction and preprocessing with pandas, including normalization and categorical encoding of user and game metadata
- Trained and tuned Logistic Regression and Random Forest models, analyzing bias-variance tradeoffs and feature importance
- Evaluated model performance using classification metrics such as accuracy and confusion matrices to assess recommendation quality

Paperless | JavaScript, Google API, Firebase

2024

- Developed a full-stack web application with a client-server architecture for querying, rating, and persisting book data
- Implemented Firebase Authentication for user-scoped access control and secure session management
- Integrated the Google Books API to retrieve book metadata and relevance information, enabling dynamic search and ranked results

HSE Apps | React, MongoDB, JavaScript, Python

2021

- Built and shipped a full-stack school scheduling platform using React and backend APIs for bell schedules, announcements, and lunch menus
- Implemented RESTful backend services in Python and JavaScript, supporting CRUD operations for clubs, meetings, and contact data
- Designed MongoDB schemas and optimized query patterns supporting 300+ daily active users, reducing redundant data access and improving response times

Programming Events

Luddy Hackathon

2025

- Developed a drone racing system using computer vision and deep learning techniques for perception and navigation in a simulated racing environment
- Implemented neural network models in PyTorch to process visual sensor data and support real-time inference for autonomous decision-making

HackGT 11

2024

- Developed an app in Java using Android Studio to track user step counts and drive in-app virtual pet interactions
- Implemented augmented reality functionality using ARCore to visualize and interact with the virtual pet
- Customized ARCore rendering properties and shaders to improve model shading and visibility