

Jay Quedado

Software Engineer

✉ jayque0378@gmail.com 📍 Seattle, WA 🖱 bio.link/jayque

SKILLS

Python | Go | React | Javascript | PostgreSQL | Docker | C# | UX Research

WORK EXPERIENCE

Software Engineer Intern, *Kanary* [↗](#)

May 2023 – present
Seattle, WA

- Leading the development and upkeep of web scrapers using Go and YAML to automate data extraction services.
- Analyzing data quality concerns with PostgreSQL and the Django ORM to ensure data accuracy and reliability.
- Working with Python and React to add UX improvements to administrative tools and customer-facing interfaces.

Software Engineer Intern, *Symetra Financial* [↗](#)

Jun 2020 – Jun 2021
Bellevue, WA

- Developed a full-stack web application using Node.js, React, C#, and MySQL, to deliver functionalities to the mortgage loan portal.
- Streamlined automated data processes by implementing and testing a file processing program using C#.
- Collaborated with cross-functional teams to address technical UX issues

ML Research Assistant, *University of Washington Bothell* [↗](#)

Jun 2021 – Sep 2021
Bothell, WA

- Co-authored a paper evaluating the usability of a ML fairness tools for teaching fairness in computer science curricula, published in ACM CHI '22
- Conducted research and analysis on equitable AI practices

EDUCATION

University of Washington Bothell

Sep 2019 – Jun 2022
Bothell, WA

Bachelors of Arts in Applied Computing, with Mathematics Minor
Concentration in Human Computing Interaction

Relevant training: Codepath Software Engineering

Competitions: CyberSkyline's National Cyber League 2023

PROJECTS

Notion API Mood Tracker [↗](#)

2022

- Built a full-stack web application that tracks users' moods and Notion activity using React, Node.JS, Firebase, and the Notion API
- Designed and developed user interfaces for the web application, ensuring a seamless user experience

Designing Immersive Flashcards, *Final Capstone Project 2022* [↗](#)

2022

- Conducted moderated user testing on static VR prototypes and paper prototypes created with ShapesXR
- Researched and implemented immersive learning experiences using Unity, C#, and other game development tools