Jason Chen

301-281-5925 jasonchen0429@gmail.com linkedin.com/in/picklejason github.com/picklejason

Education

University of Maryland **Expected May 2024**

Bachelor of Science in Computer Science *College Park, MD*

Minor in ACES (Advanced Cybersecurity Experience for Students)

- GPA: 3.62/4.00 - Honors College, Dean's List
- Relevant Coursework: Object Oriented Programming, Algorithms, Computer Systems, Data Science, Machine Learning

Technical Skills

Languages: Python, JavaScript, TypeScript, HTML/CSS, Java, C, SQL
Developer Tools: VS Code, Eclipse, Google Cloud Platform
Technologies/Frameworks: React, Next.js, Tailwind CSS, Linux, Git

Experience

Cooperative Institute for Satellite Earth System Studies **July 2019 – December 2020**

Software Engineer Intern *College Park, MD*

- Developed data visualizations of lightning data for performance analysis with Python and libraries including Matplotlib and Cartopy.
- Implemented Bash and Python scripts to automate data processing and visualizations.
- Optimized and refactored code by improving gridding calculation efficiency using NumPy and switching plotting libraries from Basemap to Cartopy.
- Designed and built a website with HTML, CSS, and JavaScript to display project results.
- Collaborated in a team and discovered significant improvements in network coverage and sensitivity.

Projects

Bnb Clone | *Next.js, React, Tailwind CSS, Prisma, MongoDB, NextAuth* **June 2023**

- Developed a full-stack Airbnb clone replicating their core features.
- Implemented server-side APIs using Next.js 13 App Router to handle user authentication, listings, and bookings.
- Used Tailwind CSS to create a responsive and visually appealing user interface.
- Utilized MongoDB to store and retrieve data related to user profiles, listings, and bookings.

HSR Showcase | *Next.js, React, Tailwind CSS* **June 2023**

- Developed a web app that displays and creates a character showcase card for the game Honkai: Star Rail.
- Created frontend and backend using Next.js framework and styled using Tailwind CSS.
- Acquired over 8,000 views and 2,000 unique users.

Pokéteam | *MongoDB, EJS, Express, Node.js* **December 2022**

- Designed and implemented a full-stack web application that allows users to submit and retrieve Pokémon data from a MongoDB database using Express routes.
- Implemented EJS templates to dynamically render content on the front-end.
- Utilized MongoDB for data storage and retrieval, and used Node.js and Express for the back-end.

Spotify Web App | *React* **November 2021**

- Developed a web application that authorizes Spotify users to access their data.
- Implemented the use of Spotify's Web API to fetch user data after authorization, including top tracks and playlists, and displayed it to the user.

Coronavirus Discord Bot | *Python, Google Cloud Platform* **March 2020**

- Created a Discord bot that displays and tracks COVID-19 statistics, which was used in over 18,000 servers.
- Scraped and cleaned data using Pandas and created visualizations with Matplotlib to provide users with valuable information and insights.
- Set up a Linux virtual machine on Google Cloud Platform to host the bot and collect logs.

Awards

John D. Gannon Endowed Scholarship **August 2022**

- Annual scholarship awarded to recognize academic excellence in the field of computer science.

Brian G. Lyons Computer Science Endowed Scholarship **August 2021**

- Annual scholarship to an outstanding computer science major at the University who displays a passion for computer science and another academic discipline or extracurricular activity, in addition to an interest in an emerging software engineering discipline.