

# JASON CHEN

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## Education

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### 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

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**Languages:** Python, JavaScript, HTML/CSS, Java, C, SQL

**Developer Tools:** VS Code, Eclipse, Google Cloud Platform

**Technologies/Frameworks:** React, Linux, Git, JUnit

## Experience

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### 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 (deprecated) 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

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### 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.

### Restaurant Finder | *PostgreSQL, Express, React, Node.js*

May 2022

- Built a full-stack application that enables users to manage restaurant information and reviews.
- Applied RESTful API conventions with Express on the back-end and React on the front-end.
- Utilized PostgreSQL as the database to store and retrieve user data.

### Spotify Web Application | *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.

### Valorant API Discord Bot | *Python, MongoDB, Google Cloud Platform*

January 2021

- Built a Discord bot that displays ranked point movement using Valorant's Private/In-Game API and match summaries using the Tracker Network API.
- Parsed and displayed data from JSON responses using Python and stored user profiles in a MongoDB database.

### 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

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### 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.