Jason Pyke

jasonpyke.me
github.com/pyke-jason

425-614-7256
pyke.jason1@gmail.com

EDUCATION

Bachelor of Science in Informatics | University of Washington - Seattle   Sep. 2018 - Dec. 2022
Focus Area: Software Development (in-major GPA: 3.91)

Programming Coursework:	*Data Structures & Algorithms, Hardware/Software Interface, Computer Vision & Artificial Intelligence, Machine Learning*
Informatics Coursework:	*Full-Stack Web Development, Software Architecture, Mobile Application Development, Systems Design, Database Design & Management, Design Methods, Ethics & Policy*

EMPLOYMENT

Software Engineer, Intern | Booz Allen Hamilton - Seattle, WA   July 2022 – Present
- Designed authoritative multiplayer game server architecture for a mixed reality application
- Ensured thread safety for datagram (UDP) message reception through message queing and locking
- Improved framerate on mixed reality device (Microsoft HoloLens 2) by 45% through computation offloading, algorithm optimization, and object pooling
- Leveraged knowledge in client/server architecture, transport protocols (UDP and TCP), concurrency and parallelism, programmed and debugged in C# using Visual Studio, Unity Profiler, and HoloLens MR Portal

Software Developer, Student Researcher | Seattle Children's – Seattle, WA   Jan. 2021 – June 2022
- Created and validated a patent-pending automated image screening algorithm for arthritis with 95.5% accuracy to the technician assisted method using Python, OpenCV, and Human Pose Estimation
- Established remote testing and development in HPC system using Docker and bash scripts
- Implemented mobile photo capture and upload pages for the REST API using Dart and Flutter
- <u>Leveraged knowledge</u> in Mobile Application Development and Computer Vision, programmed using Python and Dart, and debugged using Visual Studio Code

TECHNICAL PROJECTS

Personal Website: jasonpyke.me *(for additional information and projects)*

Mobile Game: Coalition – Multiplayer FPS   Jul. 2014 – Jun. 2021
- Created a real-time multiplayer video game using a client authoritative model with over 4 million downloads, leveraging multilingual support and a REST API for dynamic content delivery
- Created a 'progression system' by tracking gameplay metrics and interfacing with Google's Play Games Services Management API to upload and cache user save data
- <u>Utilized:</u> C#, JavaScript, Node.js, Unity, Local Persistent Data, Cloud Storage, Caching, Json.NET

Mobile Game: Rampage Road   Dec. 2016 – Present
- Developed a revenue generating open-world Android game with over 7 million downloads
- Utilized the C# Jobs System to implement an efficient multithreaded A* pathfinding algorithm using a weighted graph and extrinsic priority queue
- <u>Utilized:</u> C#, Unity, Local Persistent Data, Cloud Storage, Caching, Json.NET

Resume Quest (resumequest.careers)   Dec. 2021 – Jun. 2022
- Developed an interactive resume tailoring tool using TypeScript for screening job listing descriptions
- Established a REST API for storing and fetching results, incorporated document-based persistent storage
- <u>Utilized:</u> Next.js, TypeScript, MongoDB

Flights Database Design & Implementation (github.com/pyke-jason/sql-flights)
- Developed and populated a database for an airline's flights database using stored and insert procedures, business rules, synthetic transactions, and complex queries
- <u>Utilized:</u> SQL, MS SQL Server 2019

SKILLS

Software: *(proficient):* C#, Python, C, Typescript, JavaScript, Java, SQL *(familiar):* C++, HTML/CSS, Go, Dart, R