Jing Hao Sherman Pay
Resume

SOFTWARE SKILLS

COMPETENT	Java, Clojure, Grails, Groovy, Android, C, Python, MySQL
INTERMEDIATE	Go, Octave/Matlab, Bash, Javascript
TOOLING	Comfortable with Linux. (Build tools, Git, command line, editors etc.
INTERESTS	Programming Languages; Android development; Backend services.

WORK EXPERIENCE

JUNE – SEPTEMBER 2014

Rumble Entertainment, San Mateo, CA

Platform Engineering Intern

Geo IP Service
A **Grails** plugin and **Java** wrapper around the Maxmind API. Enabling localized Geo IP lookups and Database file synchronization via **Quartz Jobs**.

Gateway Channel Interface
A gateway service running a **Grails** app deployed on **Nginx** on AWS EC2. Enabling different game publishers to integrate seamlessly with our games.

Customer Support Tool
Enhanced an existing Customer Support Tool. Added features such as multiple account banning, tool auditing, connection history viewing.

APRIL – JUNE, SEPTEMBER – DECEMBER 2013

University of Washington, Seattle, WA

Teaching Assistant

Teaching Assistant for the introductory CSE courses, which cover a variety of topics from imperative programming to OOP and basic data structures.

- Present fundamental Computer Science concepts and **Java** in a 25-30 class of students once every week.

- Review and grade 25-30 students on their weekly assignments based on correctness and style.

- Guide and assist students with their weekly assignments for 4 hours every week in a lab.

OTHER ACTIVITIES

Angel Hacks: Built a prototype teacher and student collaboration Android App;
ACM ICPC Pacific Northwest Regional Programming contest 2013: 3rd at site, 10th at region .

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OBJECTIVE

To build robust software that solve real world problems and learn a broader range of skills as a Software Engineer.

EDUCATION

College: University of Washington, Seattle, Wa
Class Standing: Junior (Graduation 2016)
GPA: 3.55
(Qualified for the 2012-2013 Annual Dean's list)
Others: Fluent in both English and Chinese.

FAVORITE PERSONAL PROJECTS

UWSCHEDULE	Work in progress. **Android** app to allow UW students to sync and share their schedules. Currently backed by a LAMP server that runs web.py on AWS EC2.
MLJ	Work in Progress. An implementation of an ML like language written in **Clojure**
CONSORT	Realtime Multiplayer Word Association Graph Game on **Android** built during Code Day 2014 Seattle. Server written in **Go**, and employs **Google Cloud Messaging**.
MURE	**Python** tool to allow users to make HTTP web requests using a Python DSL configuration file.

More Projects can be found on my Github Account!

MORE ABOUT ME

I love playing basketball, games and reading during my free time. I also enjoy interacting with different people to broaden my perspectives.