Jason Sun's Resume

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About Me

- University of Waterloo Computer Science undergraduate in 4B term, previous exchange student at Swiss Federal Institute of Technology (EPFL) at Lausanne. Graduating 2015.
- Very driven and motivated with many hobbies (visit my blogs at blog.sunapi386.ca), especially into computer science, which I discovered from trying two previous majors: physics, business.
- Over eight years of experience using unix: Ubuntu, Arch Linux, OS X and unix utilities like grep, fdisk, etc.
- Experienced working in startup environments, with five terms at Velocity residence. Enjoys tech events, like *DEFCON 22*, 2600 Hope #9, MHacks, HackMIT, PennApps, HackZurich 2014.
- Won hackathon prizes at:
 - HackZurich 2014 at ETH Zürich, received Tamedia Digital Award (all-inclusive team trip to visit startups in Berlin, Germany) with .GIFMeIt: An iOS app that lets a user easily capture and share GIF images.
 - PennApps 2013 at University of Pennsylvania, received Twilio's Communication Award (\$500) with Marmoset: A chatbot to respond to your chosen Facebook friends without them knowing.

Notable and Interesting Projects

- Advanced Algorithms class (EPFL CS 450): A first graduate course in algorithms, learned theoritical techniques and their applications to solve problems. Interesting techniques such as network flow, randomization, dynamic programming.
- Intelligent Agent class (EPFL CS 430): Developed 5 agents, each using different strategies to pickup and deliver a parcel in a simulated environment: reactive, deliberative, centralized, decentralized, auctioning.
- Concurrency class (CS 343): Multithreaded quicksort, token ring network simulation in uC++, a dialect developed at University of Waterloo supporting concurrency.
- Distributed Systems class (CS 454): Built a remote procedure call library in C++ over TCP, for both the client and server side. Implemented the go-back-N reliable transmission protocol, over UDP using Java.
- Computer Security class (CS 458): Created exploits in **C** using vulnerabilities such as buffer overflow and format strings. Implemented an intrusion detection system in ruby that parses output from tcpdump to detect spoofed packets, malicious hosts, and worms.
- Compilers class (CS 251): MIPS compiler using context-free parsing to generate MIPS assembly code. Also designed a simple pipelined CPU written in Verilog, supporting 8 instructions for computer architecture class. Theoretically this is sufficient to run my machine code produced by my MIPS compiler.

• Personal project: One of the larger scale is Dotabuff-ripper. Written in **Ruby** to aid the counter-hero picking in 5v5 dota games. A scraper collects about hero winrates from Dotabuff and inserts into a **Neo4j** graph based database. The tool then suggests a list of potential counter-picks. Meant to have a web interface, but the web component was never finished.

Experiences

• Software Engineer Intern Shutterfly Inc. in Redwood City, California

Develop functional load tests for distributed services. Design and implemented a distributed key value storage service, using technology like **Jersey** RESTful Web Services framework and Apache **Cassandra**.

• Software Developer at *Encircle Inc.* in Kitchener, Ontario

A startup in the *Velocity Garage*, worked in **java**, **coffee**, and **python**. Worked on the web and android application stacks.

• Undergrad Research Assistant at University of Waterloo, in Waterloo, Ontario

Working with professor and experimented acquiring input from a NI myDAQ, a low-cost data acquisition device, and some data analysis using **Matlab**.

• Software Tools Developer Intern at RIM (BlackBerry) in Ottawa, Ontario

Built features to the GitLab open source project (**Ruby on Rails**). Developed a testing framework for testing website user interfaces, using the **Selenium** Java framework.

• Physics Teaching Assistant at Wilfrid Laurier University in Waterloo, Ontario

Developed a spectrometer reading program in python, using the **pySerial** library, and automate queries over serial port - previously you had to punch numbers on the machine.