

Jason Fan

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EDUCATION

Tufts University, Boston

Expected May 2017

B.S. in Computer Science & Mathematics

GPA: 3.89 / 4.00, Dean's List (2013 - present)

Relevant courses: *Data Structures, Algorithms, Graphics, Visualization, Programming Languages, Web Programming, Text Mining*

EXPERIENCE

Microsoft

June - September 2016 (12 weeks)

Software Development Intern, C+E Engineering Systems

Redmond, WA

- Prototyped a service that allows users to launch and monitor the customization of Virtual Machines on an internal cloud service.

Ab Initio Software

June - August 2015 (11 weeks)

Software Development Intern

Boston, MA

- Wrote code that currently ships in Ab Initio's process management and monitoring client
- Built and helped design feature that allows administrators to customize the clients dashboard
- Refactored a collection of anonymous data-structures into a type-safe and easily extensible class hierarchy
- Built a Package for Support feature that collected and packaged information about a monitored process.

Microsoft

June - July 2010 (5 weeks)

Marketing Intern, Consumer Channels Group, Xbox Team

Hong Kong, China

- Evaluated and categorized, in person, two-thirds Xbox retailer stores in Hong Kong
- Participated and presented at an Asia Pacific Region CCG Train-the-Trainer event for Xbox and Surface Teams.

PROJECTS AND COURSEWORK

Ray Traced Constructive Solid Geometry Renderer

Spring 2016

C++, OpenGL

Computer Graphics, Class Project

- Implemented and devised a method to express and ray trace complex boolean operations applied to 3D shapes.

Force Directed Edge Bundling Methods, Models, and Implementations

Fall 2015

Java, 'Processing' Framework/Library

Visualization, Class Project

- Implemented and improved a physics based, iterative method of grouping edges to simplify complex graphs.

Visualizing the Urbanization of the World with Wikipedia data

Spring 2015

Python, JavaScript, D3

Text Mining in the Humanities, Class Project

- Parsed 60GB of Wikipedia markup to create a web application to explore when and where settlements around the world were established.

Stealth Shrooms

Unity, C#

Spring 2015

2015 Bostino Global Game Jam

- Hallucination simulation game built with a team of 2 artists and 4 programmers in 2 days.

banaenae

Spring 2015

Class Project

Tufts University

- A web application allowed users to vote on menu items scraped from Tufts cafeteria websites.

Optimization and building an emulation of RISC-style Machine with 14 instructions

Fall 2014

Class Project

Tufts University

- The final submission ran performance tests in 1/20th of the time taken by the unoptimized submission.

JPEG Like compression algorithm

Fall 2014

Class Project

Tufts University

- Achieved 30% compression rate on images with 2% lossy errors.

SKILLS

Languages	C/C++, Python, JavaScript, C#, LaTeX, ML, (Worked with: Java, HTML)
Frameworks	Node.js, MongoDB, ASP.NET Core (Worked with: SQL, OpenGL, D3)
Tools	Vim, Unix, Git & Github, Perforce, IntelliJ, Visual Studio, Powershell