# **Jason Gill**

# Software Engineer Intern

#### **Education**

### **B.A.Sc.** in Computer Science

Sep 2020 – Dec 2024

Simon Fraser University

• Relevant Coursework: Data Structures & Algorithms, Operating Systems, Database Systems, Computer Networking, User Interface Design, Requirements Engineering

Burnaby, Canada

# **Professional Experience**

## **Software Engineer Intern**

May 2022 – Aug 2022 Toronto, Canada

**Ultimate Kronos Group** 

- Empowered customers to personalize their product suite by leading a full-stack custom branding project with Angular and Java Spring Boot, where I integrated HTTP requests using the Fetch API, handled state management with NgRx, and produced scalable APIs via Spring RESTful services
- Decreased page load times by 12.5% by disposing of outdated UI components and replacing them with in-house, lightweight Design Language System (DLS) alternatives
- Conducted software verification with the JUnit and Jasmine testing frameworks, ultimately achieving > 80% method and class coverage
- · Collaborated with QA engineers and DevOps to fix bugs and analyze requirements

## **Projects**

#### Bijou Budget Website 2

- Developed an intuitive budget-tracking application using ReactJS and Java Spring Boot that allows users to track recurring monthly expenses, log transactions, and filter them by month, year and expense with token-based authentication
- Employed asynchronous HTTP requests with Axios and handled them with a Spring RESTful API
- Deployed via Amazon Web Services (AWS) alongside an SSL/TLS encryption certificate

### **Galactic Grease Monkey**

- Team lead on the production of a 2D Java game where I developed AI path-finding with the A\* search algorithm, collision detection, object spawning, and game states
- Used the Java Abstract Window Toolkit to render graphics and handle events via the KeyListener interface
- Scheduled regular online & in-person agile-scrum meetings to ensure the smooth progression of the project

## Proof of Work Blockchain

- Developed a proof-of-work blockchain application in Rust with the SHA256 hashing algorithm
- Implements a producer-consumer work queue that concurrently mines blocks by distributing the workload among multiple worker threads
- Retrieves the first eligible proof value before draining the multi-threaded work queue, ensuring resource optimization

### Weather & Traffic App ☑

- Composed a Python script that uses the Twilio API to send daily SMS notifications containing weather and traffic data retrieved from the OpenWeatherMap API and TrueWay Directions API
- · Provides user recommendations based on recent weather and traffic data to avoid travelling inconvenience
- Deployed via the PythonAnywhere hosting service

#### Poker Game 2

- Built a Java CLI poker game that recognizes all unique poker hands, determines the winners of any game, and displays
  the player rankings accordingly
- Designed with highly cohesive classes, validated with automated script testing in Python, and documented with Javadoc

## Skills

## Languages & Frameworks:

• Java (Spring Boot), C, C++, Python, Rust, Haskell, Scala, Javascript (ReactJS), Typescript (Angular), JUnit, Jasmine, SQL

#### **Tools & Platforms:**

• Git, MySQL, Twilio, Axios, Maven, Postman, Figma, Balsamiq, MATLAB, Axios, NgRx, RxJS, AWS (Elastic Beanstalk, Cloudfront, S3, Relational Database Service, Route53), Axios, AWT (Abstract Window Toolkit), Omnis Studio