

JASON OU

Software Developer, Home Cook, Tennis Enthusiast

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EDUCATION

Bachelors of Science, Computer Science

University of California, Santa Cruz, March 2017

EXPERIENCE

Say Media, San Francisco - Software Engineer Intern

Jun 2016 - Aug 2016

- Took the initiative to **update documentation on all code bases** and **production pipeline** to **resolve workflow issues** between engineers
- **Migrated** legacy CMS modules using **AngularJS**, introducing new UI/UX features for customers
- **Wrote test cases** along with code updates ensuring migration of CMS code did not break the current system
- Contributed to **code reviews** to accelerate understanding of code base architecture along with company coding style
- Fixed UI bugs using **Chrome Dev Tools** for **debugging** while communicating with designers to meet design goals
- **Onboarded** a returning intern by walking them through the up-to-date code base architecture

ETR, Santa Cruz - Research Assistant and Programmer

Apr 2015 - Jun 2015 & Mar 2016 - Jun 2016

- **Analyzed** data mined information on students learning to code through a collaborative environment to find behavioral patterns
- **Restructured** C parser into a software like environment **reducing workload by 40%** and improving UX
- Wrote extensive documentation on code base usage ensuring non-technical people can use the parsing program
- **Parsed and translated** the data results into detailed graphs with comprehensible data for researchers

PROJECTS

Expensify, Web Application - React JS, Redux, Firebase, Sass, ES6+, Enzyme, Jest

Oct 2017 - Nov 2017

- Used libraries such as **Babel**, **Webpack**, and **Redux** with **ES6** for cross-browser project development for keeping track of user expenses
- **Snapshot** and **asynchronous** testing using AirBnB's **Enzyme**, Facebook's **Jest**, and **Jasmine**
- Created separate environments for both **development and production**

How Are You Feeling, RESTful Web API - Python, Flask, SQLite, Postman

Oct 2017

- Fully functioning **RESTful web API** endpoints with **CRUD** functionality to track how users feel throughout the day
- SQLite used as embedded database to do **advanced queries** for endpoints
- **Test-driven development** for API endpoints done locally using **Postman**

AIO Old School RuneScape, Chrome Extension - ES6, Google CSE API, JQuery

Dec 2017

- Created a resource manager allowing users to **increase game research efficiency by up to 50%**
- **5 stars rating** on the Google Web Store with over **25 users** in the first week of production
- Using **Google CSE**, created an **error friendly search environment** allowing users to search while making typos

RuneScape Bots, Automation Program - Autolt

Oct 2017 - Present

- **Automated** humanlike gameplay using a combination of random interval timers and **pixel color detection**
- **Tested over 1800 hours** (ongoing) of gameplay and achieved over 10 maxed levels without detection
- Produced **modular code** ensuring development was efficient as many tasks used similar actions
- Improved initial program by **50%-55% efficiency** using unique **error handling** at every action

Easy Apply, Chrome Extension - ES6, JQuery

Dec 2017

- Simplified job applying by allowing users to access/save commonly used data locally using **Chrome Storage API**
- Saves applications and statuses of positions and **dynamically displays** each using **JQuery**
- **Caches data** from API calls **to counter the issue** with Chrome Storage API limits and Quotas

Quest Journal, Android Application - Android, Firebase

Jan 2016 - Mar 2016

- **Developed and designed** a MVP Android app that **transformed to-do lists into interactive adventure quests**
- **Taught teammates** the basics of Android, Firebase, and Git

TECHNICAL SKILLS

Programming: Python, JavaScript (ES6+), Java, Autolt

Front-End: React, HTML5, Sass, CSS

Back-End: SQLite, Flask, Firebase

Testing: Postman, Jest, Enzyme

Tools: Git, Command Line, JIRA, Android Studio

Other: Chrome Extensions, GitHub, Beanstalk