Jason Feng

Oracle Certified Java Developer

Jason Feng
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Projects

{/} SCPE / ACPC

Markdown, HackerRank, Codeforces August 2023 - Present
ICPC style contests with the goal of introducing peers to the world of competitive programming, with self-written challenges of various difficulty and spanning many algorithms.
jasonfeng365.github.io/scpe acpc-ucd.com

Build Your Own Labyrinth

C, Flask, AWS, Bootstrap, Fabric.js May 2024 - June 2024
Embedded Systems final project: a 2.5D isomorphic maze game with a custom level designer, played on a TI CC3200 LaunchPad with an Adafruit OLED display.
jasonfeng365.github.io/BuildYourOwnLabyrinth

Codeforces Recommender

Flask, Bootstrap, Vue.js, SQLite, PropelAuth April 2024
HackDavis 2024 submission. Recommends Codeforces problems based on the user's skill level. Features problem lookup, one daily problem, and a duel feature to compete with another user.
https://github.com/nindroid945/cfrec

Kirby Lore Bot

Java (Java-Discord API), Gradle February 2021 - Present
Self-authored Discord bot used by over 200 people, packed with image generation, daily API calls and notifications, a reminder system, and a work-in-progress AI chatbot.

Cat and Mouse 4

Unity, Waveform, Blender May 2023 - August 2023
Side-scrolling platforming RPG with completely original music, art, models, and animations, inspired by a childhood game and going through many iterations, such as Scratch and Java.
jasonfeng365.github.io/catandmouse4

Skillset

Certifications

Oracle Certified Professional: Java SE 11 Developer
CompTIA IT Fundamentals Certification

Languages

Java, Python, JS, C/C++, C#, ARM, HTML, PSQL

Frameworks and Engines

Unity, JDA, Axios, Express, Fabric.js, Vue.js, AngularJS, Bootstrap

Other

REST APIs, Gradle, AWS, Postman, GitHub

I aim to gain hands-on experience in the development field, where I can grow and apply my problem-solving skills. I am looking for a position where I can make real contributions to the team, learning in the process.

Experience

Code Ninjas Rocklin - Lead Code Sensei

SEPTEMBER 2021 - PRESENT ROCKLIN, CA
Taught game development in Scratch, JavaScript, and Unity to over 200 students aged 7-14, and tutored competitive programming in Python. Managed and worked alongside a close-knit team of Senseis to mentor students.

DCPC - Secondary Leader

JUNE 2024 - PRESENT UC DAVIS
Led the Davis Competitive Programming Club after being a club member. Lecture on concepts, teach peers about puzzles, and write the Aggie Competitive Programming Contest.

Coding Club - Competitive Programming Lead

FEBRUARY 2022 - PRESENT SIERRA COLLEGE
Introduce peers to puzzles and teach competitive programming concepts, along with providing tutoring to peers who have questions. Organized and wrote challenges for the Sierra Competitive Programming Exhibition, our first ever coding contest.

Accomplishments

- First place, Division 2 PacNW ICPC in California
- Competed in Meta Hacker Cup in 2022 + 2023
- Competed in Google Code Jam in 2022 + 2023
- Competed in HPE CodeWars in 2021

Education

UC Davis College of Engineering - 4.0 GPA

SEPTEMBER 2023 - PRESENT DAVIS, CA
Pursuing B.S. in Computer Science and Engineering

Sierra College - 3.8 GPA

JUNE 2021 - MAY 2023 ROCKLIN, CA
A.S. for transfer in Computer Science and Physics
A.S. in Mathematics and Natural Science

Technical Experience

- Java
- Java Discord API
- Gradle
- Python
- JavaScript
- Vue.js
- AngularJS
- Node.js
- Axios
- Express
- C / C++
- C#
- Unity
- ARM Assembly
- HTML
- Bootstrap
- PostgreSQL
- AWS
- Git

Other Technologies

Postman
Testing REST APIs, used to debug the Class Search API and test other APIs

GitHub
Version control and file transfer

Waveform
Digital audio workstation for composing, used in Cat and Mouse 4

Blender
3D modeling and animating software, used in Cat and Mouse 4

Coursework

Operating Systems — Winter 2024
Explored the inner workings of low-level software in C. Implemented a simple shell, a user-level thread library, and a File Allocation Table disk format.

Computer Architecture — Fall 2023 - Winter 2024
Studied the working of boolean logic at a very low level. Designed and simulated a Least Recently Used CPU cache. Simulated and analyzed the performance of different pipelined and parallel CPU designs.

Algorithm Design and Analysis — Fall 2023
Analyzed the runtime of iterative and recursive functions to find efficient ways to solve problems. Wrote efficient algorithms ranging from greedy interval scheduling to dynamic programming. Applied this theoretical knowledge to competitive programming, to analyze the speed and resource consumption of algorithms.

Electric Circuits — Spring 2023
Designed and built multiple electric circuits alongside teams of peers, culminating in a final project of building an 8-bit adder and subtractor with analog and digital input. Wrote detailed laboratory reports outlining the entire circuit building process. Earned a perfect score on the final exam after a semester of studying and practicing.

Data Structures — Spring 2023
Explored the data structures that help programmers write efficient code. Finished studying the entire curriculum over the course of 4 days, freeing up time to spend time on the programming assignments.

Principles of Physics: Electricity and Magnetism — Spring 2022
Designed and created by hand an electric motor with a split-ring commutator able to run on less than 2 volts. Applied knowledge from the class in the laboratory, and conducted multiple experiments to explore the workings of electricity and magnetism.

System Programming in C — Spring 2022
Discovered the use case for low-level languages, where speed and efficiency are prioritized. Manipulated system files to restore images from a corrupt storage medium. Learned to manage memory at a low level to prevent overflows.

Programming Concepts in Java — Fall 2021
Learned principles of clean and readable code, such as documentation comments and simple functions. Assisted the professor as a peer assistant and tutor.

Self-Study

Codeforces — Spring 2023 - Present
Participated in global contests alongside UC Davis's Competitive Programming Club. Sharpened my problem-solving skills while practicing with my team for the ICPC.

Learn Programming Academy — Spring 2020 - Present
Learned and practiced Java as my first object-oriented language, earning a certification one year afterwards. Practiced C++ as a competitive programming language.