

Jason Shu

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EXPERIENCE

NetApp

Raleigh, NC

Software Engineer III

Jul 2023 – Present

- Design and modernize thousands of lines of monolithic Perl code into a modular Python library, which was open-sourced for internal engineers to leverage in their day-to-day workflows and contribute to its development
- Work closely with project managers to define, prioritize, and implement features for on-premises hardware and cloud-based software products, resulting in cross-team collaboration and shipping products on critical timelines

Software Engineer II

Jul 2022 – Jul 2023

- Sole developer for a 6 month effort to deprecate hundreds of insecure commands in favor of a REST API, resulting in a 33% reduction across all regression testing run times
- Shipped several first-party company products by developing critical tooling and coordinating with QA engineers

Software Engineer I

Feb 2021 – Jul 2022

- Owned over 100 weekly team release cycles into production and resolved regressions in CI/CD pipelines
- Delivered time-sensitive QA requirements efficiently into a complex multi-cloud, multi-configuration tool
- Enhanced team talent quality by conducting interviews and mentoring new hires as a junior engineer

Software Engineer Intern

Jun 2020 – Aug 2022

- Automated a 1 week long manual regression testing process into 1 hour, directly impacting tooling release schedules
- Adapted to a fully virtual internship by maintaining proper time management and communication habits

Lockheed Martin Corporation

Moorestown, NJ

Software Engineer Intern

May 2019 – Aug 2019

- Collaborated with 3 interns to build, test, and deploy a GUI for the Aegis Combat System using enterprise software
- Participated in daily standups and gained hands-on experience with the SDLC and internal CI/CD pipelines

PROJECTS

PolyHeal (NetApp Hackathon)

Nov 2023

- Won overall best project and audience favorite at NetApp's first Generative AI Innovation Hackathon out of 30 teams
- Published an internal PyPI package that iteratively fixes script errors through automated validation and stacktrace analysis, resulting in increased developer time savings and code quality

NetApp AI Tooling Agents (NetApp Hackathon)

May 2023

- Developed AI agents for internal engineering tools to allow interacting with AI models with company terminology
- Implemented LangChain Custom Tools and OpenAI Function Agents in Python and hosted application on Streamlit

Scuttle (github.com/jshu-git/scuttle)

Jan 2021

- Transformed an in-person card game into a 2-player online adaptation using the boardgame.io JavaScript framework
- Implemented complex game mechanics and lobby system for online play and deployed on Heroku

Vigor (github.com/jshu-git/vigor)

Jul 2017

- Published an exercise iOS app that provides default and customizable workouts, tutorials, and a progress calendar
- Created with Apple's Xcode IDE and parsed webpages with the SwiftSoup API library

SKILLS

Languages: Python, Perl, Java, JavaScript, HTML/CSS, Swift, C, Go, Rust

Developer Tools: Git, Perforce, Jira, Bitbucket, Jenkins, Unix/Linux, Xcode

Frameworks: Cloud Computing (AWS, GCP, Azure, IBM Cloud), Docker, React, Node.js, Flask, Unity

EDUCATION

University of Maryland, College Park

Aug 2017 – Dec 2020

B.S in Computer Science, Minor in Philosophy

GPA: 3.80

EXTRACURRICULAR

Grace Hopper Celebration

2021 – 2022

- Volunteered in Women in Tech recruiting events to support graduate students seeking employment
- Coordinated within an event committee to schedule professional development workshops and manage event budget

University of Maryland Triathlon Team

Aug 2017 – Dec 2020

- Competed in collegiate triathlons and demonstrated strong commitment while balancing academic responsibilities