

# Jason Kwok

617-840-7738 | [jkwokhk@uchicago.edu](mailto:jkwokhk@uchicago.edu) | <https://www.linkedin.com/in/jason-kwok-69847422b> | [github.com/Jkwokhk](https://github.com/Jkwokhk)

## WORK EXPERIENCE

### The Carlyle Estate

Jun. 2025 - Present

iOS Engineer

Remote

- Leading a team of three to develop a native iOS app using SwiftUI with Supabase for authentication, event scheduling, and data analytics
- Deployed serverless Node.js APIs on Vercel for scalable cloud hosting, reducing backend hosting costs by 80% and enabling automatic scaling to handle 10x traffic spikes without downtime
- Integrated Venmo SDK and Braintree UI for in-app payment processing, implementing server-side price validation with fraud protection
- Implemented testing suite using XCTest for automated UI testing, ensuring app functionality and reducing manual testing time by 60 %

### Academico.ai @ BU Spark

Jan. 2025 - May 2025

Software Engineer

Boston

- Led team of 8 developers building AI-driven academic research platform with automated literature review, knowledge graph visualization, and chatbot workflows using Python, OpenAI APIs, FastAPI, and React in Agile development environment
- Optimized research article processing pipeline through parallelization and model selection, achieving 10x speed improvement while implementing Neo4j knowledge graphs for article relationship visualization

### Logistics & Supply Chain Management Multitech R&D Centre

June 2023 – Aug. 2023

Summer Intern

Hong Kong

- Developed a robust self-diagnostic system within the ROS platform for a delivery robot. Leveraged a combination of ROS packages to enable efficient error detection and logging during system startup, reducing manual diagnosis time by 50 %
- Collaborated with a team of three on a real time fall detection program using OpenPose, multi-person tracking with the DeepSort algorithm, and action recognition through a deep neural network based on visual data
- Contributed to optimizing the fall detection system by fine-tuning model parameters, labeling over thousands of training data, and providing in-depth analysis on model outputs, leading to a 20 % increase in accuracy, and 15 % reduction in model training time

## TECHNICAL SKILLS

**Languages:** Python, Java, JavaScript, TypeScript, Swift, HTML/CSS, C, Go, OCaml, Shell

**Frameworks:** React, Django, Flask, Node.js, ROS, Tensorflow, Sklearn, Neo4j, FastAPI

**Developer Tools:** AWS, Azure, Git, Docker, VS Code, Latex, CI/CD, Vercel

## PROJECTS

### Steam Review Sentiment Analysis | Python

Jan. 2025 - May 2025

- Developed a machine learning pipeline in Python to analyze 100K+ Steam game reviews, including data preprocessing, vectorization, and multiple classification models such as BERT and Logistic Regression
- Integrated various data visualization methods to identify key sentiment indicators and semantic relationships to demonstrate model interpretability

### NewsAID | React, Python, MongoDB

Jan. 2024 - May 2024

- Implemented the UI using React and TypeScript, improving user flow and experience with 4 developers
- Developed secure login functionality using Flask, MongoDB, and Google OAuth to enable user authentication

## EDUCATION

### The University of Chicago

Oct. 2025 – Dec. 2026

Master's Program in Computer Science

Chicago, IL

### Boston University

Aug. 2023 – May 2025

Bachelor of Arts in Computer Science

Boston, MA

Awards & Activities: Dean's List Spring 2023, Hack4Impact, Mahjong Club, Rockclimbing Club