Jason Pham

jasonpham.ca

me@jasonpham.ca

Experience

Airbnb   *San Francisco*
Software Engineer   March 2021 - Present
- Working on scalable platform infrastructure to detect and stop bad actors, mitigate risk, and protect our community from fraud and abuse.

Airbnb   *San Francisco*
Software Engineering Intern, Security   May 2019 - August 2019
- Designed and implemented a middleware service to authenticate and share encrypted files with third parties
- Developed a system to detect services that do not respond to GDPR EAP requests and alert the relevant engineers and teams via Slack and Jira
- **Technologies Used:** Java, Dropwizard, Apache Thrift, Javascript, Node.js

Google   *Mountain View*
Software Engineering Intern, Daydream VR   May 2018 - August 2018
- Designed and implemented a backend service to deliver Youtube VR livestreams in Daydream Home
- Revamped Daydream Home's caching system to better serve time-sensitive content
- **Technologies Used:** Java, C++, JNI, Android, protobuf, Bazel

Projects   *More at jasonpham.ca/projects*

kotNES →
- A high performance Kotlin Nintendo Entertainment System and MOS 6502 Emulator
- Supports native rendering output via OpenGL, Direct3D, X, and GDI
- Implements various memory mappers with fully timing accurate picture processing unit and CPU instruction set

Hoard Memory Allocator →
- An efficient and scalable malloc for multithreaded applications based on the paper

Epochalyptic →
- Built an asymmetric Virtual Reality hide and seek game with the Unity game engine

Awards & Achievements
- 1st place team out of 190, MHacks X
- Hack the North 2018 Finalist (Top 12 of 242 teams), developing a biometric 3-factor authentication device
- 1st place team out of 30, UTSCode 2017
- Member of the University of Toronto's 2016, 2018, 2019 ACM-ICPC team

Education

University of Toronto   June 2020
Honours Bachelor of Science in Computer Science   Toronto, Canada
- Teaching assistant for CSC209 "Systems Programming" offering