

JASON S. KIVLIGHN

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OBJECTIVE

Education that gives me the opportunity to solve problems in new and innovative ways through the development of software and technology, particularly in the spirit of the open-source movement.

WORK EXPERIENCE

- **Amazon.com** (Summer 2008)

As part of a summer internship I worked with my team to maintain and extend certain internal Amazon services. I worked primarily with Java and REST-based APIs, including Amazon Web Services (SQS, EC2, SimpleDB, and S3).

- **University of Washington Teaching Assistant** (Winter, Spring and Fall 2007; Spring 2008)

Taught as a “Programming Languages”, “Concepts and Tools for Software Development”, and “Operating Systems” Teaching Assistant. Involved developing coursework, tutoring students, and grading assignments.

- **Google Summer of Code**, under **Creative Commons** (Summer 2007)

Developed and implemented standards for embedding license metadata in files; designed and developed an open-source library for handling licenses and license metadata on the desktop; collaborated remotely and on-site with Creative Commons staff.

OPEN-SOURCE PROJECTS

- **Music-Trendz** – Developed a set of Python scripts for visualizing music listening habits based on data submitted to Last.fm, retrieved through the Last.fm web services API. Wrote a web frontend to the scripts to make it easily accessible.
- **Banda Project** – Working with a team on campus, I am creating an open network for artists to distribute their work. We are experimenting with a P2P distribution mechanism.
UW Online Route Finder – An service for students written in JavaScript and Python for finding the shortest path between points on the University of Washington campus.
- **Krecipes** – Worked remotely with a team of two other developers to design and implement an application to manage recipes through a database, written in C++ using the Qt graphical toolkit. I also coordinated with translators, documentation writers, and various other volunteers.
- **Annoamp** – A proof-of-concept media player that understands and interprets embedded chapter annotations (Annodex). Written in Python using the GTK graphical toolkit and GStreamer.

SKILLS

- Programming languages: C, C++, C#, Python, Java, Ruby, PHP, JavaScript, experience with various functional languages (ML, Scheme, Miranda)