

Jason M. Wojcik

Employment Experience

Snapchat - Software Engineer, Spectacles AR (October 2023 to present) | San Diego, CA (remote)

Qualcomm - Software Engineer, Android Core (June 2020 to October 2023) | San Diego, CA

- Designed and developed features for Qualcomm's Enhanced SDK (QESDK). Guided internal teams through architecture changes and debugged critical customer and internal issues.
- Designed and developed a framework to ensure that QESDK HAL developers are correctly exposing hardware features and seamlessly interacting with clients. Implemented a method of runtime attestation to enforce adherence to interaction specifications.
- Designed and developed a method to allow modular, hardware specific projects to be independently built into dynamic image partitions and combined during early boot stages, using knowledge of the Android build system, linux file systems and the boot process.
- Implemented an AIDL interface using Rust to read virtual machine configurations and launch them upon request. This was the first Rust AIDL implementation in Qualcomm, in which I led cross-company collaboration to enable Rust in the Qualcomm tree.
- Contributed to the analysis and optimization of the Android build system at Qualcomm, working with 20+ teams to reduce build time and achieve hermetic builds. Leveraged this knowledge to unblock compilation issues in critical bring-up and upstream code integration tasks.
- Responsible for security patch approvals as the Android Core team security champion in North America.
- Led efforts to increase efficiency in the team's test device infrastructure through reimaging, software installation and maintenance.
- Mentored interns on projects that included allowing Qualcomm to perform OEM independent updates and generating native code from DSL defined outlines, providing implementation guidance and design.

Qualcomm - Engineering Intern (May 2019 to August 2019) | Boulder, CO

- Worked on a System Integration and Test team with the QGOV division.
- Responsible for unit and integration testing, debugging, and performance enhancements of testing pipelines for a project and data management platform.
- Gained experience in Django Framework, Robot Framework, Pytest, Jenkins, and Docker.
- Placed top 5 out of 43 teams in Qualcomm's Hack Mobile competition. My team's project used Bose AR glasses to provide directional alerts about oncoming vehicles to pedestrians and cyclists. Our project aimed to utilize Qualcomm's C-V2X technology.

US Navy / NAVAIR - Engineering Intern (December 2016 to January 2019) | Lakehurst, NJ

- Responsible for the oversight of technical procedures and calibration of equipment
- Designed a new calibration facility to meet environmental and financial constraints and to increase efficiency.

Education

Virginia Tech, College of Engineering, Blacksburg, VA

Bachelor of Science in Computer Engineering, May 2020

GPA: 3.61

Dean's List with Distinction Spring 2017

Dean's List Fall 2017, Spring 2018, Spring 2019, Fall 2019

Skills

- Proficient and experienced in developing programs using C, C++, Rust, Python, Java, AIDL/HIDL
- Experience developing on Linux platforms and embedded devices. Knowledge of the Android operating system and boot process.
- Experience using Git version control, Jenkins continuous integration, and deploying software in Docker containers.
- Knowledge of computer architecture, SELinux, system code debugging and security.