

Yiming Jia

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EDUCATION

Northwestern University

Sep 2025 – Jun 2029

B.A. in Computer Science & B.M. in Music Composition GPA: 3.86

Evanston, IL

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, C++, C#, SQL, HTML/CSS

Frameworks & Tools: React, Node.js, Express, REST APIs, Prisma, Vite, Git, VS Code

Data & ML: Scikit-Learn, Pandas, NumPy, KNN, Random Forest

Concepts: Data structures, algorithms, OOP, full-stack development, digital signal processing

EXPERIENCE

Trajecta *Co-Founder & Lead Engineer*

Apr 2026 – Present

React, TypeScript, Express, Prisma, Anthropic API

Remote

- Built and deployed a full-stack AI college-admissions planning platform (React/Vite frontend, Express/TypeScript backend, Prisma, Supabase auth) as an alternative to private consultants.
- Architected a multi-agent LLM committee-review system simulating multiple admissions readers, using fixed JSON output schemas and server-side validation to constrain model responses.
- Designed a 6-category profile-scoring and college-chancing engine, calibrating outputs against Common Data Set percentiles to correct self-report bias.
- Built a PDF import pipeline with metadata stripping and schema constraints to defend against prompt-injection from untrusted uploads.

Develop & Innovate for Social Change (DISC) *Front-end Engineer*

Jan 2026 – Jun 2026

React, JavaScript

Evanston, IL

- Developed a full-stack application with a team of six engineers and designers to replace scattered spreadsheets with a unified system for application intake, data tracking, and participant progress monitoring.

PROJECTS

Algorithmic Live Coding Performance | *JavaScript, Strudel.cc*

Nov 2025 – Present

- Awarded 2nd place at the BitCrush Hackathon for a live-coding musical performance; programmed algorithms generating musical patterns in real time.
- Recording surpassed 250,000 views on Instagram; producing a 4-track EP synthesized entirely via code with an entertainment company.

Prophet Hacks — Prediction-Market Trading Bot | *Python*

May 2026

- Built an automated prediction-market trading system with a two-stage LLM architecture (scout proposes probabilities, judge vetoes overconfident trades), fractional-Kelly position sizing, and per-market exposure limits with stop-loss and take-profit rules.
- Implemented a market classifier routing to external data sources (FRED, Open-Meteo, news, sports odds) and a probability-calibration layer shrinking estimates toward market-implied prices.
- Wrote an offline backtesting harness evaluating strategy calibration against a 1,200-market dataset, reporting per-category Brier scores.

Patches Infinity | *React, Vite, JavaScript* | patchesinfinity.com

Mar 2026

- Built and deployed a browser puzzle game with a procedural generator that partitions grids into non-overlapping rectangles via area-weighted sampling and a constraint-checked retry loop.
- Implemented a seeded clue system and drag-to-draw interaction with real-time area/shape validation, undo history, and localStorage persistence.

Election Prediction Model | *Python, Scikit-Learn, Pandas*

Sep 2023 – Mar 2024

- Designed an ML model predicting election outcomes from historical data; implemented and compared KNN, Logistic Regression, and Random Forest classifiers.

Custom MIDI Controller | *C++, Arduino*

Jun – Jul 2022

- Engineered a MIDI controller hardware interface with low-latency signal processing translating physical inputs into digital musical protocols for DAW integration.