

Jason Chan

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EDUCATION

Purdue University

Bachelor of Science in Computer Science

West Lafayette, IN

Aug. 2024 – May 2028

EXPERIENCE

Performance Engineer Intern, Gaming

June 2025 – Dec. 2025

NVIDIA Corporation

Brentwood, MO

- Benchmarked and analyzed pre-production and consumer GPUs on several rendering technologies, collaborating with product development engineers and AAA game studios to deliver accurate internal reports for smooth game experiences and next-gen GPU design.
- Developed scalable automation infrastructure across hundreds of GPUs, simultaneously testing gameplay and tuning driver configurations, to increase test coverage, consistency, and perfect NVIDIA GPU performance.
- Led development of an internal AI-powered software tool using Python and LLMs to automate manual GPU testing workflows, reducing human error and establishing AI-driven validation across the PerfLab team.

Data Science Researcher

Aug. 2024 – May 2025

The Data Mine, Purdue University

West Lafayette, IN

- Utilized Python, React, GitHub, and Microsoft Teams to build Corteva Agriscience a database and AI chatbot that can display and analyze company and competitor agriculture product labels, accelerating research productivity for the company to develop new chemicals.
- Led collaboration with my research team to architecture the steps to develop our product, clarifying weekly work and scheduling meetings to allow members to cohesively work together toward the overarching project.

Video Game Programmer Intern

May 2023 – Dec. 2024

Echelon Prime

Remote

- Analyzed 10+ employee resumes to review fit for the company, allowing the CEO to hire the most competent programmers.
- Designed closely with the CEO to develop the prototype for the company's first commercial release, using Unity and C#, accelerating development to beta release and allowing time for the CEO to assemble a team for his startup.

PROJECTS

Indie Game Development Project | Hobby Game Developer

Mar. 2022 – July 2022

- Spent 100+ hours researching and developing a fully functioning top-down shooter game using industry coding practices, enabling me to engineer original solutions and systems to problems.
- Focused intently on the process of programming, playtesting, reviewing, debugging, and architecting the project, developing my teamwork and mentoring skills as I led the coding and guided the project towards a professional standard.

Future Inspire Academy | Organization Founder

Aug. 2022 – Present

- Transformed a high school game development club into a non-profit organization, encouraging students to dive into computer science, learn game development, and develop an interest in tech careers.
- Raised over \$6000 from 10+ tech sponsors to host game development competitions with prizes, providing opportunities for aspiring game developers and cultivating a learning community.
- Promoted game development sponsors' platforms, exposing new technologies to 25000+ viewers and generating thousands of leads for these brands (i.e. Rosebud AI and Unity affiliate companies)

TECHNICAL SKILLS

Languages: C#, Python, Java, HTML/CSS, Javascript, C/C++

Frameworks: React, Tailwind, Selenium, Playwright, Flask, FastAPI, LangChain, Hugging Face Transformers

Developer Tools: Unity, Adobe, Microsoft 365, Google Workspace, GitHub, GitLab, Slack, Jira, Confluence, Jupyter Notebook, VS Code, Visual Studio, PyCharm, IntelliJ, Cursor

High Level Skills: Automation, AI, Networking, Data Analysis, System Design, Performance, Web Scraping, Graphics