

# JASON JIANG

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## EDUCATION

### Bachelor of Arts in Computer Science

June 2022 - May 2025

Florida International University; Miami, FL

- Undergraduate Certification in Ethics, Big Data and Artificial Intelligence | GPA: 3.9 / 4.0
- Florida Academic Scholar Bright Futures Recipient, Tech Talent Summit Academic Achievement
- INIT member, CodeCrunch Technical Team Lead, Dean's List of Spring 2022 - Fall 2024

## RELEVANT COURSEWORK

- Java Programming
- Data Algorithms & Structure
- Software Engineering
- Human Computer Interaction
- Systems Programming
- Database Management

## SKILLS

Languages: Java | Python | SQL | Swift | JavaScript | HTML | CSS

Technologies: Node.js | SpringBoot | PostgreSQL | Git | UNIX | Microsoft Suite | VSCode

## EXPERIENCE

### National Science Foundation | Miami, FL

August 2024 - April 2025

Student Research Assistant

- Developed a WiFi sensing system with PhD collaborators, leveraging CSI data and ML tools in Python (CSKit, Pandas, TensorFlow, PyTorch)
- Achieved 85% gesture recognition accuracy applying CNN models on Raspberry Pi 3B+ data with the Nexmon patch, showcasing CSI data's potential for robust gesture detection
- Captured and parsed BFI signals leveraging Wireshark, tcpdump, and MATLAB; scripted camera data and synchronized datasets to configure a low-cost, hybrid non-contact respiration monitoring system

## PROJECTS

### Responsive Portfolio Website | Miramar, FL

May 2025

- Designed and developed a responsive personal portfolio website from scratch with semantic HTML, CSS, and JavaScript
- Incorporated smooth scrolling, dynamic content loading, and mobile-friendly features including collapsible navigation and performance-optimized animations

### PantryPal | Miami, FL

January 2025 - May 2025

- Led a team of 5 in Agile development to build PantryPal, a SwiftUI-based iOS mobile app fetches and displays over 300 meal ideas implementing TheMealDB's API
- Engineered core SwiftUI architecture for PantryPal, establishing data models, API service handler, and UI elements; accelerated feature development by 30% through streamlined debugging and UI polishing

### DuelDot | Miami, FL

February 2025 - May 2025

- Collaborated with a team for INIT Build Spring 2025 as a full-stack developer to create a real-time multiplayer game using JavaScript and Node.js, developing low-latency client-server synchronization
- Produced interactive UI elements for power-ups with HTML, CSS, and JavaScript, optimizing gameplay design and mechanics

### BotaniDex | Miami, FL

September 2024

- Co-developed a Streamlit-based web application using Python with Perennial's Plant API, providing users with over 10,000 comprehensive plant care guidance and general information
- Programmed and designed a clean, intuitive interface for easy navigation, prioritizing user accessibility and engagement

## LEADERSHIP/AFFILIATIONS

### Game Development Technical Lead

January 2025 - May 2025

CodeCrunch; Miami, FL

- Mentored with fellow peers, planned lessons, materials, and led interactive Unity workshops, introducing students to fundamental game development concepts, scripting, and best practices

### Build Member, General Member

September 2022 - May 2025

INIT FIU; Miami, FL

- Partnered with diverse teams to create innovative projects during build events, workshops, and competitions, demonstrating strong teamwork, problem-solving, and technical skills