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

- Programming I & II
- Human Computer Interaction
- Systems Programming
- Data Algorithms & Structure
- Artificial Intelligence
- Database Management
- Software Engineering
- Data Mining
- Operating Systems

SKILLS

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

Technologies: Git | RESTful API | Node.js | SpringBoot | PostgreSQL | Unix/Linux | Unity | Microsoft Suite | Windows

PROFESSIONAL EXPERIENCE

National Science Foundation | Miami, FL   **August 2024 - April 2025**

Research Assistant
- Researched respiration detection using BFI and camera data to produce a low-cost, hybrid non-contact monitoring system
- Captured and parsed BFI data with Wireshark, tcpdump, and MATLAB; scripted camera data collection and prepared synchronized datasets for experiments

National Science Foundation | Miami, FL   **June 2024 - August 2024**

Undergraduate Research Intern
- Collaborated with PhD students on a WiFi sensing project, leveraging CSI data and machine learning with Python scripting utilizing libraries such as CSIKit, Pandas, TensorFlow, and 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

PROJECTS

PantryPal | Miami, FL   **January 2025 - May 2025**
- Led a team of 5 in Agile development to build PantryPal, a SwiftUI-based iOS mobile app that fetches and displays over 300 meal ideas using TheMealDB API
- Engineered the 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, implementing WebSockets for 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 Perenual'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
- Cooperated 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