Jarrett Mao

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https://jarrett-maoportfolio.vercel.app/ | github.com/Jarrettsmao | github.com/Jarrett-Mao (old) | linkedin.com/in/jarrett-mao/

TECHNICAL SKILLS

JavaScript/CSS/HTML | C# | Python | Java | C++ | React | MongoDB | SQL | .NET | Unity | Git | Jira | Microsoft Projects

PROJECTS

Grunt: *C#, JS/CSS/HTML*   2025
- Developed a website that allows users to write restaurant reviews in "caveman" speak using the OpenAI API and to draw doodles using the p5.js API
- Created a JWT-based account system for secure user authentication
- Incorporated the Google Maps API to search for restaurants
- Implemented a MongoDB database to store user accounts and reviews
- Built the backend using .NET to manage user data and interactions
- https://github.com/Jarrettsmao/Grunt

Smash and Stab (Ongoing): Unity   2024
- Worked in a team of nine to build a multiplayer social deception game
- Created networking capability for 4-8 players
- Implemented a limited field of view for players and a plethora of in-game items like lock picks and weapons
- Designed and programmed features like the player UI and controls

Underwater Temple: Unity   2022
- Designed and implemented a 3D underwater exploration game
- Created hieroglyph designs in Blender and programmed 3D lighting effects and glowing particles
- Utilized vector math to create smooth camera controls and object detection system for game triggers
- https://github.com/hmAAmh/CMPM121-Final

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WORK EXPERIENCE

Kwan Wo Ironworks — *IT Support & Web Developer*   2023 - Current
- Led a team of three, improving efficiency through detailed documentation, training, and yearly check-ins to keep systems and procedures up to date
- Managed hardware setups, software troubleshooting, website building/management, and technical support across departments in both English and Chinese
- Created and maintained Excel spreadsheets and the company server to streamline purchasing and internal operations such as employee accounts and security access
- Developed and improved relationships with over 50 vendors
- Presented reports to AISC auditors, ensuring compliance and accurate financial reporting

Theta Studios — *Software Engineer*   2023 - 2024
- Acted as an engineering team lead to build gameplay/UI features
- Mentored two interns, teaching version control and conducting weekly code reviews, while managing deadlines

CodeFu — *Coding Instructor*   2022 - 2023
- Taught fundamentals of object-oriented programming to elementary school children
- Connected individually with students and facilitated conflict resolution
- Curated curriculums for students of differing skill levels

LEADERSHIP

UCSC Chinese Student Association — *Co-President and Banquet Coordinator*   2022 - 2023
- Led general meetings and planned cultural programming for a student organization with over 200 members
- Managed and developed personalized growth opportunities for a ten-member officer board
- Created event proposals, presented to sponsors, and raised over $5000 for event programming

EDUCATION

University of California, Santa Cruz — Computer Science Game Design B.S.

LANGUAGES

English (Native) | Cantonese (Native) | Mandarin (Fluent)