

# Jason Jiang

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## EDUCATION & HONORS

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### University of Southern California

Viterbi School of Engineering | *Bachelor of Science in Computer Science*

Honors: Dean's List

Relevant Coursework: Data Structures and Algorithms (C++), Principles of Software Development (Java)

Los Angeles, CA

GPA: 3.97 Spring 2026

## WORK EXPERIENCE & PROJECTS

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### Besto Games/Holo Indie

Game Developer

Los Angeles, CA

October 2023 - Present

- Participated in weekly meetings with a multidisciplinary team of programmers, artists, and designers to review project progress and ensure alignment on goals, creating a more efficient and effective coding workflow that enhanced overall project delivery.
- Developed various items and achievements for the single-player game mode, enhancing replayability and player enjoyment.
- Seamlessly integrated new features into the existing codebase, improving both single-player and overall system architectures.
- Achieved over 1,000,000 downloads and a peak of 10,000 concurrent players on Steam, demonstrating strong player engagement and market success.

### [Twin Shooter](#)

Game Developer

Torrance, CA

September 2023 - November 2023

- Created a personal game through Unity game engine using C# and developed a thought process and mindset for coding games

### The Lundquist Institute

Non-Compensated Employee/Intern

Torrance, CA

June 2021 - August 2021

- Refined tangible skills through hands-on research, discussions with scientists, and learning how to use various machinery
- Tested the susceptibility of antimicrobial agents against *S. aureus* and recorded results with accuracy, leading to publication of a [Research Paper](#) in 2023 in the Journal of Microbiol Spectr

## LEADERSHIP & INVOLVEMENT

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### Boy Scouts of America

Assistant Senior Patrol Leader

Los Angeles, CA

April 2014 - June 2022

- Initiated and led a project of creating signs for native plants for a local Elementary School, raising awareness for environmental protection and enhancing history/science education for students of future years
- Managed teams with 15+ members of all ages through camping trips, increasing comradery and teaching proper teamwork skills

### Mission Care

Member

Palos Verdes, CA

September 2019 - May 2022

- Awarded the President Gold Service Award for volunteering 400+ hours, donating homemade cookies and masks to the homeless through Mission Care, helping many people stay safe and have a meal
- Conducted thorough brainstorming sessions with volunteers to identify the most efficient way for distribution, allowing volunteers to deliver 200+ masks and 300+ cookies to over 200+ homeless people, delivering assurance during the height of the pandemic

### Torrance Memorial Medical Center

Volunteer

Torrance, CA

September 2019 - June 2022

- Discharged patients with other volunteers once they were ready to leave the hospital and brought them to their loved ones
- Volunteered a total of 200+ hours, through discharging patients, discussing plans through meetings, and playing the piano

## SKILLS & INTERESTS

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**Skills:** C++, Game Engines (Self-Taught Unity, Unreal Engine), Mandarin (Conversational)

**Interests:** Volleyball, Piano, Hiking, Game Development, Video Games (JRPG's, Fighting, Rhythm, Co-op)