Jason Jiang

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Summary

A software engineer with hands-on experience in developing large-scale distributed systems and enhancing software tools for improved collaboration. At Ripple Effect Studio, shipped production C++ code serving millions of users and created tools to streamline feature iteration. Developed a user progression system for Besto Games, contributing to substantial user engagement metrics. Eager to leverage technical expertise to deliver high-quality software solutions and drive team efficiencies in the next role.

EDUCATION

University of Southern California   **Jan 2023 - May 2026**

Bachelor of Science, Computer Science
- **GPA:** 3.95
- **Achievements:** Dean's List
- **Coursework:** Networking Systems, Full Stack Development, Professional C++, Intro to AI

WORK EXPERIENCE

Ripple Effect Studio (EA)   **May 2025 - Aug 2025**

Software Engineer Intern   *Los Angeles, CA*
- Shipped production C++ code for large-scale distributed system serving millions of concurrent users across PC and console platforms, implementing features that underwent rigorous code review and testing before live deployment
- Developed internal configuration tools that reduced cross-team dependencies and cut feature iteration time 30% for non-technical stakeholders, enabling designers and QA to modify system parameters through intuitive interfaces without engineer support
- Built automated data collection and analysis pipeline that reduced manual log inspection time for QA team, streamlining bug triage through queryable telemetry databases
- Collaborated with product designers and QA engineers in Agile sprints, delivering production features under tight deadlines while maintaining code quality through peer reviews

Besto Games   **Jun 2024 - Apr 2025**

Software Engineer (Last Promise)   *Los Angeles, CA*
- Designed and implemented foundational systems for team-based project from prototype through itch.io release, reporting to lead engineer and participating in technical design reviews
- Built no-code content authoring tools in C# that reduced content creation time by 50%, enabling non-engineers to configure complex sequences through visual interfaces
- Architected event-driven systems with extensible plugin architecture, supporting 15+ feature modules while maintaining loose coupling and testability
- Refactored legacy state management system to eliminate race conditions and improve maintainability, establishing patterns adopted across 8+ application modules

Besto Games   **Oct 2023 - May 2024**

Software Engineer (Idol Showdown)   *Los Angeles, CA*
- Developed user progression and achievement tracking systems that contributed to application reaching 1M+ users and 10k+ peak concurrent sessions
- Improved team velocity by 20% through workflow optimization and weekly cross-functional alignment meetings with designers

PROJECTS

Prime Engine - Custom Rendering Engine

USC   *Los Angeles, CA*
- Extended existing C++ codebase implementing spatial optimization algorithms (octree, bounding volume hierarchies) to improve rendering performance in complex scenes with 1000+ objects
- Built a configurable particle system with dynamic parameter input, improving developer ergonomics and enabling rapid iteration.

Spatial Learning Assistant

                                                                                    Los Angeles, CA
- Developed native iOS application in Swift for the Vision Pro integrating multiple REST APIs (OpenAI, cloud rendering services) to dynamically create 3D models for Hands-On learning.
- Engineered end-to-end data pipeline with schema design for content extraction, semantic analysis, and real-time rendering output

TECHNICAL SKILLS

- **Languages**: Java, Python, JavaScript, C++, C#, SQL, Swift, TypeScript
- **Technologies/Development Experience**: React, Node.js, Postgres, AWS Lambda, Android Studio, distributed systems, Git