

Jason Jiang

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EDUCATION & HONORS

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

Besto Games/Holo Indie

Los Angeles, CA

Game Developer (Idol Showdown): Unity

October 2023 - May 2024

- 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.

Software Engineer (Project M): Godot

June 2024 - Present

- Implemented core mechanics and features, including hit detection, attack patterns for the player, state machines, and enemy drops with constant revisions to optimize code efficiency and ensure smooth gameplay.
- Coded a custom attack and physics system to fine-tune movement and player-enemy interactions, resulting in smoother design implementation, particularly benefiting non-software engineers.

The Lundquist Institute

Torrance, CA

Non-Compensated Employee/Intern

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

PROJECTS

WordGuessr

Los Angeles, CA

Lead Backend Software Engineer

March 2024 - June 2024

- Managed a team of 7 computer science students, leading weekly meetings, gathering feedback, and delegating tasks to all team members, greatly improving our efficiency and quality of work.
- Incorporated several concepts learned in class into a real world application such as Java Servlets, JDBC, and SQL queries

Next-Gen/Spatial Study

Los Angeles, CA

Software Engineer

HackSC Hackathon

- Built using Swift for VisionOS to help students worldwide learn through YouTube/Online videos, using AI to enhance retention.
- Integrated multiple APIs, including ChatGPT-4, LumaAI, and Skybox, to enhance the interactive experience through generative AI skyboxes and 3D models based on ChatGPT's understanding of YouTube scripts.

[Twin Shooter](#)

Torrance, CA

Game Developer

September 2023 - November 2023

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

SKILLS & INTERESTS

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)