Jason Appiah-Kubi
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EDUCATION

University of Maryland, Baltimore County, Baltimore, MD — Expected: June/2025
Bachelor of Science in Computer Science

SKILLS

Programming: Java, JavaScript, HTML, CSS, Python, C++, Scheme, C, Docker, Git, Linux

PROJECTS

Github*:* https://github.com/JasonAK19

School Life — Fall 2021
A Java-based RPG to simulate the college experience for incoming freshmen. The game employs Object-Oriented Design for modular code and features dynamic decision trees, random events, and time/resource management.

Metro lines — Spring 2022
This Python program implements a metro system management tool using various methods and techniques for effective organization of metro-related data.

Satellite Network — Fall 2023
This C++ program manages a satellite network using a balanced binary search tree (AVL tree)

First person game — Winter 2024
Python first person game made with techniques like floor casting, raycasting, AI implementation as well as random map generation

WORK EXPERIENCE

Software Engineer Intern, **Sonavex Inc**, Baltimore, MD
May 2024 - Present

- Designed and implemented an advanced Graphical User Interface (GUI) using PyQt and Figma.
- Created and managed a database of medical scans utilizing SQLite.
- Developed and maintained a robust backend using Python.
- Developed a custom technology stack after evaluating and testing various tools and frameworks to ensure optimal performance and compatibility.

National Security Scholar Intern, **Army Research Lab**, Aberdeen, MD
May 2023 - August 2023

- Involved in designing solutions to solve the Army's multi-agent simulation problem.
- Developed interactive gaming experiences utilizing the Unity Game Engine.
- Successfully facilitated seamless integration between the Unity and Unreal Game Engines through the implementation of SQL.
- Proficiently designed and developed a Graphical User Interface (GUI) within RVIZ.
- Technology Stack: C#, Unity, Unreal, ROS 1/2, C++, Python, QT, RVIZ, and SQL

Near Peer Mentor, **Army Educational Outreach Program**, Adelphi, MD
June 2021 – August 2021

- Worked in a team of other college students to help teach STEM topics to elementary school students.
- Created modules for students to learn about programming in python and working with raspberry pi.

EXTRACURRICULAR ACTIVITIES

Member, National Society of Black Engineers, UMBC — Fall 2021-Present

Member, National Honour Society, New Town High school — April 2018 - June 2021

ACADEMIC COURSEWORK

CMSC 203- Discrete Mathematics
CMSC 313- Assembly Programming Language
CMSC 341- Data Structures and Algorithms
CMSC 421- Operating Systems
CMSC 331- Principles of programming languages
CMSC 471 - Intro to AI
CMSC 441- Design and Analysis of Algorithms
CMSC 481- Computer Networks

AWARDS

Grit and Greatness Scholarship — Fall 2021 - Present