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 Languages: **Python, C++, JavaScript, C, Scheme, x86 assembly**
Web & Software Development: **HTML, CSS, Qt,PyQt, Git, Docker, Linux, SQL,React, Nodejs**
Tools & Technologies: **Unity, Unreal Engine, RVIZ, Figma**

PROJECTS

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

Portfolio Summer 2024
Developed a responsive and modern portfolio website using HTML, CSS, and JavaScript. The website showcases my +projects and skills, featuring a clean and intuitive design optimized for various devices and screen sizes. Link

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

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

Potion Shop Spring 2023
Developed a C++ command-line potion-making game that applied object-oriented programming principles. The project involved designing game logic, managing user interactions, and implementing robust testing and debugging processes.

Simulated File System Fall 2022
Python based file system that mimics basic UNIX commands, Implemented directory navigation, file creation, and deletion operations, enabling a user to interact with a hierarchical directory structure

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.

WORK EXPERIENCE

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

- Designed and implemented an advanced Graphical User Interface (GUI) using PyQt.
- Created and managed a database of medical scans utilizing SQLite.
- Developed and maintained a robust backend using Python.

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

ACADEMIC COURSEWORK

CMSC 341- Data Structures and Algorithms
CMSC 331- Principles of programming languages
CMSC 441- Design and Analysis of Algorithms
CMSC 421- Operating Systems
CMSC 471 - Intro to AI
CMSC 447 - Software Engineering

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