Jason Mai

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EDUCATION

Indiana University - Bloomington, IN   **December 2024**
Bachelor of Science in Computer Science | Minor in Data Science   **GPA: 3.51/4.00**

WORK EXPERIENCE

Liberty Mutual – TechStart Associate   **January 2025 - Present**
- Engineered a full-stack small claims CRUD app complete with integrated AI chatbot functionality and real-time data monitoring via Datadog enhancing claims processing efficiency
- Designed and launched a React UI library modeled after LMDS that reducing dependencies on outdated libraries while accelerating development timelines
- Championed accessibility and brand compliance by building reusable, scalable UI components aligned with Liberty Mutual's design standards, streamlining adoption across teams

Procter and Gamble – Data Engineering Intern   **May 2024 – August 2024**
- Developed and implemented robust data models to analyze shopping behavior from millions of Meijer customers and billions of sales records to optimize advertising campaigns and revenue
- Streamlined data integration from multiple sources to ensure consistent, real-time analytics for marketing and pricing strategies, generating 1.5 million dollars and saving 300 hours of labor per year

Defense Financial and Accounting Service – IT Intern   **May 2023 – November 2023**
Security Clearance: Secret (Expires November 2025)
- Designed and implemented a Power BI dashboard to assist with organizing and tracking the agency's 13,000 software licenses improving asset visibility and decision making
- Identified redundant licenses, reducing subscription costs while maintaining a high standard of cyber and operational security by ensuring proper credentials and access are maintained

PROJECTS   **For more details and projects, please visit jasonthemai.github.io**

Crowley and the Cheese Covenant (https://jasonthemai.itch.io/crowley-and-the-cheese-covanent)
- Designed, programmed, and published an adventure platforming game with C# and Unity on itch.io
- Developed 8 levels with cutscenes, animations, and interactive storytelling — totaling one hour of gameplay.
- Implemented C# scripts to generate linear interpolation and trigonometric functions to simulate pathfinding and movement

NeuroTrack (https://github.com/JasontheMai/NeuroTrack)
- Built an iOS app leveraging the iPhone's gyroscope, accelerometer, and pedometer data to track the user's Parkinsons disease symptoms over time
- Used data analysis to measure gait and tremor variability, empowering users with insights into their neurological health trends

LEADERSHIP

Indiana University - Luddy LLC Vice President   **August 2021-May 2022**
- Managed a $3,500 annual budget to organize community events focused on networking, social growth, and professional development
- Led planning and execution of high-impact events for 150+ members and coordinated with a network of nearly 1,500 alumni

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML, CSS, C, C#, Java, Swift, SQL
Frameworks/Libraries: React, Storybook, Selenium, Jest and JUnit
Tools and Platforms: Git, GitHub, GitHub Actions, XCode, Datadog, and Unity
Data: Power BI, Power Query, DAX, Tabular Editor Tool, Dataflows, and Pandas