

Jason Mai

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EDUCATION

Indiana University, Bloomington, IN **December 2024**
Bachelor of Science in Computer Science | Specialization: Software Engineering **GPA: 3.24/4.00**
Notable Courses: Object Oriented Design Methods, Data Structures and Algorithms, and Game Development

WORK EXPERIENCE

Indiana University - Lab Technician, Bloomington, IN **November 2021-Present**

- Oversee four makerspace engineering lab locations across campus, helping students, researchers, and professors with their technical needs related to the lab equipment
- Proficient in laser cutting, soldering, engraving, vinyl cutting, 3d printing and other engineering tools and machines
- Organized a CAD workshop to assist students with designing an illuminable nameplate with TinkerCAD that we later sliced, and 3D printed

LEADERSHIP

Indiana University - Makerspace Club Officer **March 2022-Present**

- Coordinated a sticker-making event in conjunction with the Visionary Voters organization to encourage students to vote in the upcoming 2022 primary elections
- Model and fabricated several chess sets from scratch for an upcoming chess tournament using 3D printers and Trotec laser cutters

Indiana University - Luddy LLC Vice President **August 2021-May 2022**

- Authorized, advised, and distributed the organization's 3,500-dollar budget to go towards community events
- Developed and hosted numerous networking, social, and professional development events for an organization with over 150 members and nearly 500 alumni

PROJECTS

Crowley and the Cheese Covenant (<https://jasonthemail.itch.io/crowley-and-the-cheese-covenant>)

- Designed, programmed, and hosted an adventure platforming game with C# and Unity on itch.io
- Features 8 levels, cut scenes, animations, story, and 30 minutes of game play
- Employed mathematical and programming concepts such as scripting, linear interpolation, and trigonometric waveforms

Portfolio Website (jasonthemail.github.io)

- Hosted a website on Github pages by utilizing HTML with CSS and JavaScript templates
- Incorporated images, downloadable files, and external links to increase usability
- More projects can be found on my website

TECHNICAL SKILLS

Programming Skills

- Proficient in Java, Python, and Racket
- Familiar with HTML, CSS, git/Github, Unix/Command line, and Unity

Engineering Skills

- Laser cutting/engraving, vinyl cutting, soldering, 3D printing, resin printing, washing, and curing, and other engineering tools and machines
- Autodesk Inventor, TinkerCAD, Roland Cut Studios, Trotec Job Control, and Adobe Illustrator