Jason Mai

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EDUCATION

Indiana University   **June 2021- December 2024**

- Graduating with a Bachelor of Science in Computer Science with a specialization in software engineering
- 3.24 GPA

Notable Courses

- CSCI-322 Object Oriented design methods
- CSCI-343 Data structures and algorithms
- CSCI-291 Game development

Employment

Indiana University Lab Technician   **November 2021- Present**

- Worked as a makerspace technician at the makerspace locations across campus
- Proficient in laser cutting, soldering, engraving, vinyl cutting, 3d printing, adobe illustrator, and other tools and machines
- Organized and led engineering workshops and events for students

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
- Modeled 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**

- Managed a budget of 3000 dollars
- Represented an organization with over 150 members
- Developed and hosted numerous networking, social, and professional development events

Projects

2D Space Shooter Game

- Designed and programmed a 2D space shooot'em up style game using Unity and C#
- Implemented C# scripts to automate and randomly generate enemy spawn locations
- Coded complex collision boxes with various functions that allowed for the players, enemies, and projectiles to all interact with each other and the environment

Portfolio Website   **Jasonthemai.github.com**

- Created a website using Github pages and HTML by utilizing CSS, JavaScript, and SASS templates
- Incorporated images, downloadable files, and external links

Specialized Skills

Programming languages

- Proficient in Java, Python, and Racket
- Familiar with HTML, CSS, Scheme, Unix/Command Line, and C#