Jason Mai

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jasonthemai.github.io

EDUCATION

Indiana University, Bloomington, IN **December 2024**
Bachelor of Science in Computer Science | Specialization: Software Engineering **GPA: 3.43/4.00**
Minor in Data Science | Dean's List since Fall 2022

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
- Responsible for organizing engineering workshops such as a CAD workshop I led to help students design an illuminable nameplate using TinkerCAD that we spliced 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

More projects can be found on my website at 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
- Features 8 levels, cut scenes, animations, story, and 30 minutes of game play
- Employed complex mathematical and programming concepts by using C# scripts to simulate linear interpolation and trigonometric waveforms on geometric planes

Sudoku Solver

- Programmed an algorithm that takes advantage of back tracking and recursive techniques to solve any sudoku problem regardless of dimension
- Complete with Junit testing and GUIs for greater user accessibility and customization

TECHNICAL SKILLS

Programming Skills

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

Engineering Skills

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