

# Jason Mai

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jasonthemail.github.io

## EDUCATION

**Indiana University**, Bloomington, IN

Bachelor of Science in Computer Science | Specialization: Software Engineering

Minor in Data Science | Dean's List since Fall 2022

**December 2024**

**GPA: 3.43/4.00**

## 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

**For more projects, visit [jasonthemail.github.io](https://jasonthemail.github.io)**

**IOS Binary Calculator App (<https://github.com/JasontheMai/IOS-MVCBinaryCalculator>)**

- Programmed a downloadable binary calculator app for the iPhone SE, however, it can easily be configured for other devices
- Implemented using two interconnected Model View Controller patterns that utilized a model singleton to communicate
- Complete with standard math and memory operations as well as a history screen

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

- Designed, programmed, and published a downloadable 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

## 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