

Jason Mui

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EDUCATION

The City University of New York, College of Staten Island

Verrazano Honors Program, a Selective Honors Program

Bachelors of Science Degree in Computer Science

Overall GPA: 3.96 / Major GPA: 4.00

Anticipated Fall 2021

Dean's List, 2018-2020

TECHNICAL SKILLS

Programming: C++, HTML, CSS, JavaScript, Java, PHP, MySQL

Frameworks & Libraries: React.js, Express.js, Node.js, React-Redux, NPM

Technologies: Windows, Linux, Git/GitHub, Microsoft Office Suite, RESTful APIs, MongoDB

TECHNICAL PROJECTS

Tech Talent Pipeline Residency Full Stack Development Bootcamp – Food Mood

New York, NY

Software Developer Student

January 2021-Present

Month-long full-stack development boot camp where the use of MongoDB, Express.js, React.js, Node.js, and GraphQL was covered and then applied to a capstone project. Developed web application in a team of 3 to help users search and discover recipes.

- Accessed a recipe API using Axios and parsed JSON data to simplify recipes for utilization in web application
- Developed a user interface using HTML, CSS, JavaScript, and React to allow users to view complete recipes and add them to their collection
- Established connection to MongoDB using GraphQL and Apollo to allow for user registration and log-in

Web Database Application Course - GameStore, Full-stack Website

December 2020

Learned a mixture of theoretical and practical information on creating Web database applications with the use of open-source technologies. Implementing a database design that can be remotely queried for searching, browsing, validating user input, and securely storing data.

- Worked in a group of 3, to develop a full-stack eCommerce website that specializes in video game merchandising using HTML, CSS, and bootstrap for responsive design
- Created and established connection to SQL server to store and retrieve user and merchandise information
- Fabricated backend logic using PHP to validate and sanitize all incoming data from a user to prevent XSS and SQL-injection

Object-Oriented Programming Course - Food Battle, Battleship Inspired Game w/ GUI

November 2020

A course covering software development using object-oriented design paradigms including encapsulation, polymorphism, inheritance, and reusability. The objective was to understand approaches to software design for use in a team project where object-oriented principles were applied to create a well-structured application.

- Worked in a group of 2, to develop a 2D-grid oriented game based on the Battleship board game
- Designed an interactive graphical user interface using JavaFX incorporating an overall food theme
- Collaborated with team to establish organized workflow using simultaneous coding software and Github to complete a project in an efficient and structured manner

ACTIVITIES/ HOBBIES

Independent 3D Printing

February 2015-Present

- Experience with CAD designs, printing tools, machine upgrades, and personal projects