Jason C. Gao

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EDUCATION

Georgia Institute of Technology

Master of Science, Human Computer Interaction — August 2024 – May 2026
Cumulative GPA: 4.00

Bachelor of Science, Computer Science — August 2019 – May 2023
Minor in Music Technology
Cumulative GPA: 3.91

SKILLS

UX: Qualtrics, Dovetail, Figma, Miro, Adobe CC, Ethnography, Field Research, Contextual Inquiry, Survey Design, Interviews
Engineering: AWS, Docker, MySQL, Elasticsearch, Linux, APIs (REST, GraphQL), OpenAI API, Jira
Programming Languages: TypeScript, JavaScript (React.js, Node.js, express.js), Python, Java, C#, SQL, HTML, CSS

PROJECTS

UX Research & Design – Troov Friendship & Dating App — August 2024 – December 2024
- Partnered with the startup Troov to evaluate and design for safety on their meetup platform.
- Evaluated current user needs through **user surveys**, **semi-structured interviews**, and **app teardown**.
- Affinity mapped interview notes to perform thematic analysis and generate design requirements.
- Performed iterative design sessions through sketching, wireframing, and finally high-fidelity prototyping on Figma.
- Evaluated designs using **heuristic evaluations** with UX experts, **usability studies** with users.

UX Research & Design – Fenceline Environmental Justice — August 2024 – December 2024
- Investigated how people living in fenceline communities near heavily polluting plants organize against these plants.
- Conducted **literature review**, **social media mining,** and **participant observation** of physical and digital community spaces.
- Performed **semi-structured interviews** with organizers, residents, and researchers to evaluate problems in communicating.
- Performed iterative design sessions through sketching, wireframing, and finally high-fidelity prototyping on Figma.
- Evaluated designs through **task-based usability studies** and **surveys** with residents of a local fenceline community.

WORK EXPERIENCE

UX Engineering Intern – American Gaming Systems — May 2024 – August 2024
- Performed **user interviews** with internal game designers to discuss current behaviors and pain points.
- Synthesized qualitative feedback to design a prototyping tool using **Figma**.
- Developed a unified Node.js TypeScript library for wrapping multiple different generative AI tools.
- Implemented a resolution-responsive web UI using TypeScript, React.js, and Google's Material UI component library.
- Evaluated interface with designers using **think aloud protocols** to iteratively respond to changing user needs.

Back End Developer Intern – IBM — June 2022 – August 2022
- Deployed ElasticSearch and SQL databases for retrieving internal company statistics.
- Built a REST API for front end to database communication using express.js in Node.js.
- Developed a React.js front end based on IBM component libraries to streamline visual navigation of log relationships.

Research Assistant – Institute for People and Technology @ Georgia Tech — June 2021 – May 2022
- Collaborated with researchers to develop a VR/AR design for helping people focus in distracting environments.
- Used C# and Unity3D to translate the design into a working testing interface.
- Facilitated within-subjects experimental design using interface with randomization and counterbalancing.
- Collected quantitative data through cognitive **task evaluation** and retrospective **user surveys**.