

# Jason C. Gao

<https://jasoncgao.com/>  
<https://github.com/MyriadRivers>

(470)293-0418  
jasongao678+careers@gmail.com

## 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, User Interviews, Wireframing, Sketching, Rapid Prototyping, Usability Studies, Heuristic Evaluations, Thematic Analysis, Grounded Theory

**Engineering:** TypeScript, JavaScript (React.js, Node.js), Python, Java, C#, SQL, HTML, CSS, Docker, Git, AWS, Solidworks, KiCAD

## PROJECTS

### UX Research & Design – Troov Friendship & Dating App

August 2024 – December 2024

- Partnered with the meetup app startup Troov to redesign the matching and in-person meetup processes to prioritize safety.
- Evaluated current user needs of daters through **user surveys**, **semi-structured interviews**, and an **app teardown**.
- Affinity mapped interview notes to perform **thematic analysis** and generate design requirements.
- Performed iterative design through sketching, wireframing, and prototyping on Figma to generate 4 distinct design solutions.
- Evaluated designs using **heuristic evaluations** with UX experts, **usability studies** with current users.

### UX Research & Design – Environmental Justice Community Outreach

August 2024 – December 2024

- Worked with a local community facing pollution health risks to design ways of organizing change against industrial plants.
- Conducted **literature review**, **social media mining**, and **participant observation** of physical and digital communities.
- Performed **semi-structured interviews** with local organizers, residents, and scientists to evaluate current practices.
- Performed iterative design sessions through sketching, wireframing, storyboarding, task analysis, and prototyping on Figma.
- Evaluated designs through **task-based usability studies** and **surveys** with residents of the local fenceline community.

### Full Stack Engineering – Spotify Karaoke

August 2023 – December 2023

- Architected and deployed a full-stack app on AWS cloud that generates lyrics-animated, karaoke-ready tracks from Spotify.
- Engineered the python data pipeline to extract lyrics, audio, and time data from multiple APIs, process, and store in AWS.
- Designed UI fully integrated with Spotify API and custom backend GraphQL API using TypeScript and React.js.
- Designed a custom dynamic programming based algorithm to align the lyrics and the music with word-level accuracy.

## WORK EXPERIENCE

### UX Engineering Intern – American Gaming Systems

May 2024 – August 2024

- Researched, designed, and engineered both frontend and API for an internal tool to aid employee productivity.
- Iteratively designed the tool on Figma from interviews with current internal employees.
- Implemented the design as a resolution-responsive web UI using TypeScript, React.js, and MUI component library.
- Developed a unified Node.js TypeScript/JavaScript library for wrapping multiple separate generative AI tools in the backend.
- Evaluated the working app with designers using **think aloud protocols** and **contextual inquiry**.

### Full Stack Developer Intern – IBM

June 2022 – August 2022

- Designed and developed an internal tool for helping employees rapidly trace and diagnose errors on mainframe systems.
- Developed the UI design using JavaScript and React.js based on IBM component libraries.
- Deployed Elasticsearch, SQL databases and built a REST API to retrieve log data to support the backend of the design