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, User Interviews, Wireframing, Sketching, Rapid Prototyping, Usability Studies, Heuristic Evaluations, Thematic Analysis, Grounded Theory
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 dating & friendship startup Troov to design a safer and more secure experience on their meetup platform.
- 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 closely with a local community facing dangerous pollution from a nearby facility to design ways of organizing change.
- Conducted **literature review**, **social media mining,** and **participant observation** of physical and digital communities.
- Performed **semi-structured interviews** with local organizers, residents, environmental researchers 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.

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 of the design process.
- Iteratively ideated a prototyping tool through rapid sketches, wireframes, and high-fidelity prototype using **Figma**.
- 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 different generative AI tools to serve as the backend.
- Evaluated the working app with designers using **think aloud protocols** to iteratively respond to changing user needs.

Full Stack Developer Intern – IBM   June 2022 – August 2022
- Designed and outlined a UI for system error diagnosis based on user needs communicated from project management.
- 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.

Research Assistant – Institute for People and Technology @ Georgia Tech   June 2021 – May 2022
- Designed an XR interface for aiding focus in distracting environments using low-fidelity sketching and rapid prototypes.
- 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**.