

Jason Cai

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Skills

Languages: C#, C++, C, Python, HTML5, CSS, JavaScript, TypeScript, SQL, PHP, Java, \LaTeX , Haskell, Rust
Frameworks: React Ionic, React Native, ASP.NET, Angular
Developer Tools: Visual Studio, Unity, VSCode, Node.js, Android Studio, MS Azure, Git/Terminal, MATLAB (CVX), SketchUp, Blender, Pycharm, Figma, Firebase, MySQL
Libraries: Kendo UI, Spark, Geopandas, Pandas, Scipy, Numpy, Matplotlib, Shapely, Processing.js

Experience

- Information Systems Co-op** May 2024–Dec 2024
Engineers and Geoscientists of British Columbia Vancouver, BC
- Collaborated with the audits team to streamline the auditing process speeding up audit workloads by up to 40%
 - Refactored an old unused component with a more modular structuring that broadened its uses and accessibility to a large majority of the project
 - Implemented features and bug fixes of a client-facing website used by over 150k users
 - Worked in an ASP.NET framework that utilized the Kendo UI Component library for its frontend rendering
- Unity Developer Intern** Sep 2022–Dec 2022
Blackbird Interactive - Earthless Game Vancouver, BC
- Prototyped several new game mechanics planned by designers and prepared for early-stage testing/balancing
 - Developed scalable tools on the Unity Editor with UI designed for game and sound design teams
 - Updated features and fixed bugs caused by outdated implementations
 - Documented usage instructions regarding new design tools for ease of use and future reference

Projects

- The Perspective Journal - Database** | *React Native, HTML, TypeScript, CSS, Firebase* March 2024
- Developed a photography database front-end using React Native and Typescript
 - Integrated Firebase services such as Firestore, and Firebase Storage to build real-time scalable applications.
 - Assumed responsibilities as a team lead and distributed core tasks to team members during project development
- PC Parts Database Website** | *Apache, MySQL, PHP, JavaScript, CSS* June 2022-Aug 2022
- Integrated RESTful APIs to facilitate seamless communication between client applications and servers.
 - Designed a relational model and Entity relationship model with relational algebra for the database structure
 - Utilized a WAMP app technology stack for the development of the website front-end and database back-end
- FoodMatch** | *React, Ionic, HTML, TypeScript, JavaScript, CSS* April 2021–Oct 2021
- Used a combination of JS, HTML, and CSS to develop a user-friendly interface
 - Re-architected using a React Ionic framework for modularity, stylistic improvement, and development efficiency
 - Managed the Notion project planning and communications, increasing team coordination efficiency by 20%
- Past Your Peak** | *Unity2D, C#* July 2023
- Designed a template projectile class system to simplify the creation of projectile prefabs
 - Assisted teammates in learning the Unity game engine and development of other parts of the game (enemies, player, environment interactions)
 - Supported in UX refinement to improve game entertainment and player experience

Education

- Bachelor of Science in Computer Science** Burnaby, BC
Simon Fraser University Dec 2025
- Coursework:** Data Structures/Algorithms, Data Science, Artificial Intelligence, Computer Vision and Graphics, Systems Programming