

Jason Cai

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Experience

Software Developer Intern (Unity)

May 2025–Aug 2025

A Thinking Ape Entertainment - KOHF/WAMS/SC

Vancouver, BC

- Developed a **modular runtime developer debug menu** shared by all games, that can run **custom commands unique to each game**, reducing debug difficulties **by 75%**
- Implemented a **server connection setup tool** reducing manual setup errors **by 90%**
- Fixed **20+** UI bugs, improving user experience with **quick** and **effective** solutions

Information Systems Co-op (Fullstack)

May 2024–Dec 2024

Engineers and Geoscientists of British Columbia

Vancouver, BC

- Increased the efficiency of workloads **by 40%** through streamlining the auditing process for the Audits team
- Worked on introducing **Google** and **Apple** Wallet features to help with better registrant identification
- Refactored an old unused component with a more modular structuring that **broadened its use and accessibility** to a **large majority** of the project
- Implemented **30+** features, API and bug fixes to a client-facing website used by **over 150k** users

Game Developer Intern (Unity)

Sep 2022–Dec 2022

Blackbird Interactive - Earthless Game

Vancouver, BC

- Prototyped several **new planned game mechanics** for early-stage testing/balancing
- Developed many **scalable tools** on the Unity Editor with UI designed for the 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- Updated features and fixed bugs caused by outdated implementations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

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, Cybersecurity, Embedded Systems

Skills

Languages: C#, C++, C, Python, HTML5, CSS, JavaScript, TypeScript, SQL, PHP, Java, \LaTeX , Haskell, Rust

Frameworks: React Ionic, React Native, ASP.NET, Angular, Svelte

Developer Tools: Visual Studio, Unity, VSCode, Node.js, Android Studio, MS Azure, Git/Terminal, MATLAB (CVX), SketchUp, Blender, Pycharm, Figma, Firebase, MySQL, Fork, JetBrains Rider

Libraries: Kendo UI, Spark, Geopandas, Pandas, Scipy, Numpy, Matplotlib, Shapely, Processing, Matter.js