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- Updated features and fixed bugs caused by outdated implementations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

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

Mars Explorer | *Unity3D, C#, Blender, Figma* — 2019
- Developed a crafting system that enables easy expansion via a **formula tracking system**
- Customized a placement system that properly follows camera movement and accurately places objects according to player actions
- Utilized a **hybrid scan-insertion system** for the player inventory to automatically organize collected items

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

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