

Jason Cai

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Education

Simon Fraser University, Burnaby

Burnaby, BC

Computer Science 3.05 GPA

May 2025

Coursework: Data Structures/Algorithms, Data Science, Artificial Intelligence, Discrete Math, Computer Vision

Experience

Blackbird Interactive

Vancouver, BC

Student Programmer - Earthless

Sep 2022–Dec 2022

- 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- Updated features and fixed bugs caused by outdated implementations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

Robokids Coquitlam

Coquitlam, BC

Part-time Contract Instructor

July 2023–Current

- Guiding small groups of K-8 kids totaling to 20+ kids weekly on tech subjects in STEM subjects covering mathematics, LEGO Mindstorm robotics, and programming such as Data Structures, Python, and C++
- Contributed to course planning for summer camps covering topics such as SketchUp, Micro-bit, drones, AI ethics, ChatGPT, AI-image generation, and game development

Projects

PC Parts Database Website

SFU 354 Course

Full-stack Developer

June 2022

- Designed a relational model and Entity relationship model with relational algebra for the database structure
- Utilized a LAMP app technology stack for the development of the website and data system
- Architected PHP requests for database data removal and stylized the website using CSS for improve user experiences

FoodMatch

SFU Stormhacks 2021

Front-end Web Developer

April 2021–Oct 2021

- Used a combination of JS, HTML, and CSS to develop a user-friendly interface
- Managed the Notion project planning and communications, increasing team coordination efficiency by 20%
- Re-architected using a React Ionic framework for modularity, stylistic improvement, and development efficiency

Local Network First Person Shooter Game

Grade 10 IT Course

Development Lead

Nov 2017–April 2018

- Solo-developed a fully functional FPS game on the Unity game engine.
- Assembled basic client-to-client network interactions to allow for multiplayer capability
- Hosted a fully operational game session allowing up to 18 clients to play the fully released game using the multiplayer server service provided by Unity

Past Your Peak

Mountain Top Game Jam 2023

Game Programmer

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

Skills

Proficient: Unity C#, C++, Python, Git/Terminal, VSCode, HTML5, CSS, JavaScript, Typescript, Angular

Familiar: PHP, Python (Pandas), Java, P5.js, C, Haskell, MySQL, SketchUp, Blender 3D

Novice: Android Studio, React, Spark, MATLAB (CVX), \LaTeX , ML, Rust