

# Jason Cai

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## Skills

**Languages:** C#, C++, C, Python, HTML5, CSS, JavaScript, TypeScript, SQL, PHP, Java,  $\text{\LaTeX}$ , 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  - Updated features and fixed bugs caused by outdated implementations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

- 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
- LAN First Person Shooter Game | Unity3D, C#, Blender, Figma** 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
- 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

## 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