

Jason Gao

Videographer
Game Designer

Education

BA in Digital Arts and Science
University of Florida
College of the Arts
Gainesville, FL

Softwares/Languages

Proficient

Premiere Pro	After Effects
Photoshop	Illustrator
Lightroom	Unity
C++	

Experienced

Unreal	Maya
C#	



850-566-6669



gaogaostudios@gmail.com



gaogaostudios.myportfolio.com

Experience

Photographer/ Videographer

Freelance Photographer & videographer

Held multiple paid photo and video shoots for individuals and organizations on occasions such as graduation, personal, and formal usage.

- Reached out to customers to plan out photoshoot logistics.
- Incorporated various angles, poses, lighting, compositions, and camera techniques based on set themes.
- Edited using Photoshop, Lightroom, and Premiere Pro for color correction, editing, and effects.
- Returned projects to customers in a timely manner.

Never Had a Friend

Studio Production

Worked in a team of 10 to film a studio production for a client as the lead camera operator.

- Worked as the main camera operator focusing on capture dynamic movement using a crane.
- Worked with Director of Photography to create shot list and benchmarks for moments with special camera movements.
- Walked through 8 weeks of pre-production and production to complete all of clients needs.

Dungeon Gems

Game Design Project

Developed a puzzle maze game where players must navigate a dungeon maze to find all the gems to complete the game.

- Utilizes code/scripts written in C++ through Visual Studios.
- Created a 3D environment incorporating lighting techniques, level design techniques, and interactable items.
- Combined sound design with visual cues to create a more immersive experience.

Cavity Crusader

Game Design Project

Developed an RPG that allows the player to fight food monsters in a mouth with bosses at each level with a team of 4 developers.

- Incorporated an AI system for enemies and bosses to trigger animations and aggravation when player gets close.
- Focused on the interface design so the player could receive as much information without being overwhelmed.
- Used Blender to 3D model the weapon that the character uses to fight off the enemies.

Calendar

Coding Project

Developed a functional calendar by utilizing a User-Interface (UI), service, and database format.

- Created and connected UI by utilizing the Model-View-Controller software design pattern to service using C#
- Implemented a Web API service that connects the UI to the database with multiple methods via the json format.
- Used SQL Server Database structure to store, edit, delete, and update data based on UI functionality.
- Programs used: Visual Studio, Microsoft SQL Server, Postman

Leadership

Chinese American Student Association Leadership

CASA Vice President of Culture (VPC)

The position of Vice President of Culture is on the executive board for CASA. Its job is a combination of leadership, creativity, and problem solving to organize and run CASA's biggest shows in the spring and fall semester.

- Organized a culture show that has over 570 people in attendance.
- Showcase a storyline based on Chinese history and culture, food, fashion show, and numerous performances.
- Lead a committee to help work on various aspects of the show such as advertisement, decorations, and culture.

CASA President

The position of president presides over the CASA board and its members. It utilizes leadership, organization, and communications skills to properly foster a board that can function as a unit.

- Communicate with board members regularly on their needs, updates, and event planning
- Keep relations with organizations on campus including various departments within the University of Florida
- Work with executive board to solve any problems regarding the organization