

Jason Shao

☎ (438)-370-9345 | ✉ Tianzhen.shao@mail.mcgill.ca | 💻 [linkedin.com/in/jason-shao](https://www.linkedin.com/in/jason-shao) | 🌐 jasonshaoportfolio.com

Skills

Programming Languages: Java, C, HTML/CSS, JavaScript, Python, Bash, Ocaml

Frameworks/Tools: VUE.js, Git, Django, Unity

Education

Bachelor of Software Engineering | McGill University

Sep 2022 – May 2026

GPA: 3.73/4.00

Courses: Data Structures and Algorithms, Operating Systems, OOP Programming

High School Diploma | Stanstead College

Sep 2019 – Jun 2022

Recipient of the Arthur E. Curtis Jr. Award (awarded to the top student entering an engineering program)

Work Experience

Front-end Developer Intern | Langying Education

Jun 2021 – Aug 2021

- Developed the teacher-student interaction software using **JavaScript**, **HTML/CSS**, and **VUE.js** framework to beautify and improve the user experience.

Purchasing Intern | Jaguar Land Rover

May 2023 – Aug 2023

- Assisted in the development and execution of procurement strategies, negotiated with suppliers to optimize cost savings and efficiency, and actively engaged in workshops, such as **AWS** cloud services.

Projects

BitterBeans | McGameJam 10

Jan 2024

- Developed BitterBeans with Unity game engine which is a mystery murder game where the player takes on the role of a detective, controlling it to investigate the suspects and the murder scenes to collect the information and unveil the true murderer.
- Involved in the Unity development techniques to bring the game to life, incorporating interactive elements, dynamic puzzles, and a user-friendly interface. Employed C# scripting to implement intricate gameplay mechanics, stunning visual animations and sound effects.

MP3Scorer | CodeJam 13 Hackathon

Nov 2023

- Developed MP3Scorer which streamlines the process of manually creating musical notations from sounds, by creating an application that converts MP3 files to sheet music. This application utilizes an **audio processing model** to extract the melody of songs and recompose it into playable sheet music for different instruments such as Piano and Violin.
- Involved in the backend development of the project, including the implementation of the audio processing model, and utilized **Flask** to create a backend database for storing the processed data.
- Utilized **VexFlow** JavaScript library to convert notes into readable sheet music.

AI Stock Advisor | MAIS Hackathon

Sep 2023

- Developed AI Stock Advisor that predicts the future stock prices using a **Tensorflow** machine learning library to create a **Sequential Learning** model that analyzes the past stock prices.
- Involved in both front and back end development of the project, using **Flask** to create a backend database to store the machine learning model and trained data and **JavaScript** for the front-end API requests.

Leadership

Founder | Robotics Club

Sep 2019 – Mar 2022

- Founded the first robotics club in Stanstead College, hosting weekly events to gather robotics lovers and **teach** them all the aspects about robots by **building** and **programming** the robots using **Arduino** motherboards.