Jason Gao

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EDUCATION

University of Colorado Boulder

Boulder, CO

Bachelor of Science in Computer Science (4.0 GPA)

May 2026

Relevant Coursework

Data Structures, Computer Systems, Algorithms, Linear Algebra, Discrete Math, Database Systems, Design and Analysis of Operating Systems, Software Development, Data Sci with Stats and Probability, Introduction to Robotics

EXPERIENCE

Software Engineer

December 2023 - Present

Edvise Technologies Inc

Boulder, CO

- Designed and developed a comprehensive web application to streamline course planning for university students, integrating features for visualizing degree requirements, optimizing schedules, and tracking academic progress
- Built the application using modern web development tools including React, Node.js, Express.js, and Bootstrap, and implemented interactive visualizations using HTML, CSS, and JavaScript
- Developed autofill functionality where it automatically gives you a plan based on your major

Algorithms Teaching Assistant

August 2024 – Present

University of Colorado Boulder

Boulder, CO

- Conducted office hours to assist students in their understanding with algorithmic concepts such as sorting, searching, etc.
- Collaborated with the teaching team to design programming exercises with reasonable difficulty that reinforce theoretical concepts

PROJECTS

XiaoR Geek Wifi-Robot Autonomous Driving Simulator | Python, Linux

August 2022 – January 2023

- Programmed a small robotic car using a Raspberry Pi to autonomously follow a black line that utilized pulse-width modulation (PWM) for motor control, infrared sensors for line detection, and ultrasonic sensors for collision avoidance
- Integrated infrared sensors to track black line paths with real-time adjustments for precise navigation
- Conducted performance testing to evaluate robot's obstacle detection and line-following accuracy under different lighting and environmental conditions

Riot Games API | Python, Pandas, Matplotlib, React

September 2024 – Present

- Developed a full-stack web application using Firebase, Express, React, Node
- Collected and processed data from Riot Games API, retrieving over 5,000 match records
- Built a Python-based pipeline to automate data extraction, cleaning, and storage for performance metrics
- Analyzed individual player performance using metrics like win rate, KDA, CS, and rank progression

LEADERSHIP

Boulder Launchpad Director of Research

August 2023 – Present

University of Colorado Boulder

Boulder, CO

- Directed a team of 20+ researchers across various sectors, driving collaboration and project success.
- Managed a \$4,000+ semester budget and coordinated guest speaker events featuring venture capitalists and startup founders.
- Established and nurtured relationships with local VCs, enhancing industry connections and opportunities for club members.

TECHNICAL SKILLS

Languages: C/C++, Java, Python, SQL (Postgres), JavaScript, HTML/CSS, Assembly

Frameworks: React.js, Node.js, Pandas, Express.js

Developer Tools: Git, VS Code, Pycharm, IntelliJ, GDB, Github

Skills: Communication, Problem-Solving/Critical Thinking, Teamwork, Full stack development