

Jason Xie

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EXPERIENCE

Software Developer & Digital Marketer – Internship

Apr 2025 – Aug 2025

Ignite Marketing Productions LTD.

Grande Prairie, AB (Remote)

- Built and updated WordPress client sites; improved site speed by **35%** and reduced average load time by **35%**, contributing to **+31%** impressions and **+15%** sales.
- Ran SEO and Google Ads campaigns; increased organic traffic **24%**, improved ad click-through rate by **70%**, and reduced cost per click by **15%**.
- Designed user flows and responsive layouts in Figma; delivered reusable UI components; improved completion of key actions by **15%**.

AI Backend/Infrastructure Developer – Internship

Mar 2025 – May 2025

Atlantis AI

Remote

- Shipped a Firefox extension integrating a lightweight LLM; cut response time by **50%** and reduced errors by **30%**.
- Evaluated/tuned models and prompts; improved output precision by **15%** while lowering token costs by **35%**.
- Built UI with **React (TypeScript)** and **Tailwind CSS**

Front-End Engineering – Internship

Dec 2024 – Feb 2025

Senticik Ai Consulting Firm

Hamilton, ON

- Built a responsive, accessible website using **HTML**, **CSS** (Flexbox/Grid), and **JavaScript**; created reusable components and client-side form validation; tested on Chrome, Firefox, Safari, and Edge.
- Improved load time and usability by optimizing images, deferring scripts, and adding lazy-loading; applied semantic markup, meta tags, and sitemaps/robots for basic SEO.
- Set up a **Git**-based workflow and deployed to a cloud host; wrote handoff documentation covering updates, backups, and content changes.

Software Developer – Internship

June 2024 – Sept 2024

OTP Design-Works

Brantford, ON

- Designed and implemented custom Customer Relationship Management (CRM) tools using **Zoho One**, improving client engagement by **20%**
- Developed and launched interactive websites and forms through **Zoho Creator**, **Deluge scripting**, **HTML**, and **CSS** to streamline data collection and enhance the user experience for over **100** clients.

PROJECTS

DevQuest | Unity, C#

April 2023 – June 2023

- Developed using the Unity Game Engine, DevQuest is a beginner duolingo style learning app to teach programming basics.
- Visualized user collaboration data through interactive dashboards, utilizing Unity's UI system and scripting in C# to provide real-time visual feedback.

PocketAI | Unity, C#, OpenAI

March 2024 – May 2024

- Developed and published a mobile application using Unity and OpenAI's API to create a ChatGPT-like experience, enabling natural language interactions on mobile devices.
- Collaborated with mobile users to gather feedback and iterate on features, enhancing app functionality and user satisfaction, reaching **50+** downloads.

EDUCATION

Bachelor of Applied Science in Computer Science

Hamilton, ON

McMaster University

Aug. 2024 – May 2029

Entrance Scholarship Top 10% of incoming class (99% GPA)

TECHNICAL SKILLS

Languages: Java, Python, C, C++, SQL, JavaScript, HTML, CSS, C#, Kotlin, PHP

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, React Native, Next.js, Tailwind

Developer Tools: Git, Docker, TravisCI, VS Code, Visual Studio, PyCharm, IntelliJ, Cursor AI, Unity, Android Studios

Libraries: jQuery, pandas, NumPy, Boost, Framer