

# Jason Yap

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## Education

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University of Central Florida, *Bachelor of Computer Science* 2023-Present

*Relevant Coursework:* Senior Design, Artificial Intelligence, Object-Oriented Software Development, Computer Architecture, Bioinformatics Algorithms

Valencia College, *Associate of Arts* 2021-2023

## Projects

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SlimeScraper Summer 2025

- Developed rogue-like FPS in Unity with procedural generation for dynamic gameplay
- Implemented core player mechanics, enemy AI behavior, and modular room design
- Earned Most Technical Game Award for innovative design and system integration

myUCF Class Scheduler | Full-Stack MERN Application Spring 2024

- Developed a full-stack application using MongoDB, Express, React, and Node
- Designed RESTful API and middleware to support scalable backend functionality
- Built responsive frontend component for real-time data display and user interaction

## Experience

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US ARMY | FORT BRAGG | CBRN SPECIALIST 2017 - 2021

- Developed procedural workflow for hazard detection, mitigation and technical operation
- Collected and documented test samples with strict chain-of-custody compliance
- Awarded Army Achievement Medal for exception performance and reliability

T-MOBILE | NEW YORK CITY | SALES LEAD 2015-2017

- Ensure seamless service continuity during device upgrade and migrating data process
- Troubleshoot complex device and network issues following technical process
- Delivered consistent technical guidance and high-quality client experience

## Skills

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- Programming: Java, C, Python, C# (Unity), JavaScript
- Strengths: Problem Solving, Leadership, Adaptability, Team Collaboration