

Jason Yap

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Education

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

Relevant Coursework: Intro to Artificial Intelligence, Computer Architecture, Processes for Object-Oriented Software Development.

Valencia College, *Associate of Arts* 2021-2023

Projects

SlimeScraper | *Technical Game Award Winner* Summer 2025

- Developed roguelike FPS in Unity featuring procedural generation and multiple rooms.
- Implemented core system, including player mechanics, AI behavior, and level design.
- Earned Technical Game Award in Summer 2025, recognized for innovative design and system integration.

Full-Stack Application | JavaScript, Node.js, React, MongoDB Spring 2024

- Design and build a MERN stack application deployed and managed on DigitalOcean.
- Implemented RESTful API using Node.js and Express.js for backend functionality.
- Handled data validation and error handling using middleware to ensure robust service

Experience

US ARMY | FORT BRAGG | CBRN SPECIALIST 2017 - 2021

- Created solutions to prevent, respond to, and defend against CBRN threats.
- Led team during HAZMAT training operations.
- Conducted monitoring, reconnaissance, and decontamination testing.

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

- Collaborated with clients to identify technological solutions and optimize service plan.
- Trained team members to improve customer experience and adapt to new technologies

Skills

- Programming: Java, C, Python, C# (Unity)
- Core Strengths in Problem Solving, Leadership, Adaptability, Product Management