

# 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, Intro to Artificial Intelligence, Processes for Object-Oriented Software Development, Computer Architecture, Bioinformatics Algorithms

Valencia College, *Associate of Arts* 2021-2023

## Projects

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SlimeScraper | *Technical Game Award Winner* Summer 2025

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

Full-Stack MERN Application | MongoDB, Express, React, Node Spring 2024

- Integrated MongoDB database for data storage and retrieval
- Implemented RESTful API and middleware for backend functionality
- Create responsive frontend and dynamic database interactions

## Experience

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US ARMY | FORT BRAGG | CBRN SPECIALIST 2017 - 2021

- Designed and implemented procedures for hazard detection, monitoring and decontamination
- Led HAZMAT training operations and coordinated team problem solving
- Collaborated with cross-functional teams to implement task

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

- Analyzed clients need to recommend best technological solution
- Trained and guided team to adopt latest technology and improve client services

## Skills

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