

# JASON XIE [jasonxie.vercel.app](https://jasonxie.vercel.app)

(925) 875-8008 | [jasonyxie.24@gmail.com](mailto:jasonyxie.24@gmail.com) | [github.com/ocrzjx24](https://github.com/ocrzjx24) | [linkedin.com/in/jason-yuanhao-xie/](https://linkedin.com/in/jason-yuanhao-xie/)

## EDUCATION

**University of California, Davis**

**Sep 2022 - Jun 2026**

*Bachelor of Science in Computer Science, Bachelor of Arts in Design*

Dean's Honor List 2022

## PROJECTS

**DS3 Distributed file system** ♦ C++, C, Linux, Docker

- On-disk storage management, RESTful HTTP API, and file system utilities built atop an HTTP framework

**Modern recreation of racing game *Pole Position*** ♦ C#, Unity, Git, Maya, Photoshop

- Cooperated with a small team and used C# in Unity to program screen transitions, particles, and post-processing, also helping with the code for vehicle movement and procedurally generated roads
- Took on both 3D and 2D design; modeling and texturing with Maya and Photoshop

**Tomato Leaf Classification CNN** ♦ Python, PyTorch, Tensorflow

- Utilized Python and AI frameworks to create a custom convolutional neural network, to distinguish tomato plant diseases based on images with 85% accuracy; trained on a 20,000 image dataset

## LEADERSHIP

**Co-President & Design Team Lead @ HackDavis** Davis, CA

**Nov 2023 - Present**

Created key art displayed on the HackDavis website for 2024, 2025, and 2026, and guided a team of designers (graphic, UI/UX, motion); HackDavis is one of the nation's largest collegiate hackathons.

♦ Photoshop, Illustrator, Figma, TypeScript, HTML/CSS, React, Git

- Orchestrated visual rebranding for HackDavis 2024 and 2025, establishing a cohesive aesthetic across the website, social media, and promo materials, reaching thousands; the event itself hosted 1000+ hackers
- Led a team of seven in creating the website and internal tools, through gauging team members' strengths and weaknesses and managing them, all while evolving skills in UI/UX design and research
- Worked with tech team to develop a responsive website with TypeScript, HTML, React

**Project Lead & Mentor @ Light Earth's Destiny Nonprofit** San Ramon, CA

**Jul 2021 - Present**

Developed a mobile game for a local nonprofit focused on advocating for protecting the environment; the game was entitled "Saving Earth 2.0" and was completed in two months.

♦ C#, Unity, Git, Photoshop

- Used Photoshop to design all of the game's visual assets, from UI to characters to environments
- Implemented game mechanics and visual post-processing using C# in Unity
- Mentored the next group of directors, teaching them about project organization and art direction in order to prepare them for the nonprofit's future projects

**Brand Designer @ #Include at Davis** Davis, CA

**Jun 2024 - Present**

Rebranding and merchandise for #Include, an organization that develops web products for a varied clientele.

♦ Photoshop, Figma

- Spearheaded a more exciting and recognizable look for the organization by creating a design system involving a brand-new mascot, color palette, and social media graphics, increasing engagement by 25%

## TECHNICAL SKILLS

**Languages:** C, C++, Python, JavaScript, TypeScript, HTML5 / CSS, C#, Java, RISC-V Assembly, Go

**Tools/Frameworks:** GitHub, Docker, PyTorch, Tensorflow, React, Tailwind, Adobe CC, Figma, JUCE

**Skills:** Full Stack Development, Linux, REST APIs, UI/UX Design and Research, Version Control, Agile Workflow