JASON B. GAN

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EDUCATION

University of Southern California — Los Angeles, CA
Bachelor of Science in Computer Science Games — August 2023-May 2026
- Cumulative GPA: 3.96/4.0
- Activities: Ahmanson Lab Innovation Scholar: Bots vs. Ballots Research Collaboratory, Chinese Students And Scholars Association: Career Development Member

Colgate University — Hamilton, NY
Bachelor of Art in Physics and Computer Science – Double Major — August 2022-May 2023
- Cumulative GPA: 3.96/4.0 | Units Taken: 40.75 Academic Points
- Activities: Ho Tung Visualization Lab Producer, Computer Science Teaching Assistant

INTERNSHIP EXPERIENCE

G-bits Network Technology — Fujian, China
System Design Intern — May 2024-Aug 2024
- Participated in the system design and optimization of an ongoing 3D idle RPG game, contributing to **two** complete version iterations and a small-scale test with under **1,000** participants.
- Wrote and iterated the gameplay plan for the idle pet-catching system.
- Deeply involved in configuring systems such as the tutorial guide and map exploration, utilizing Excel formulas to enhance configuration efficiency.
- Led and iterated the survey system, handling everything from question design to UX design and following up with the development team, successfully increasing the survey response rate from **3%** to **31%**.

Game Designing Center of NetDragon Websoft — Fujian, China
Design Intern — June 2021-June 2021
- Analyzed **5** competitive games' designs and potential markets for the project team; communicated game design plans with the development team; proposed and presented a project based on the notions of "Tai chi" and "Cthulhu" (Among Insanity)

PROJECT EXPERIENCE

Laughter Lost: Global Game Jam Project — Los Angeles, CA
Game Producer — Jan 2024-Present
- Led and organized a six-person cross-regional team to complete high-quality game development within 48 hours for Global Game Jam, and continuously optimized the game thereafter.
- Participated in game design, ensuring the project's innovation; used **C#** and **Unity** for programming, accelerating technical development.
- Utilized tools such as Lark, Google Drive, Discord, and GitHub to optimize the collaboration and production process of the remote team.
- Exclusively nominated as the sole independent game project for publication on Steam by the University of Southern California Games Publisher, standing out among six other in-school projects.

Among Insanity: Independent Digital Game Project — Los Angeles, CA
Game Producer — May 2022-Present
- Started up and creatively directed a video game project and a game studio of **16** people across top universities including students at UCLA, UCSD, UCSB, Boston University, USC, Berklee College of Music, etc.
- Produce game in **Unity Engine** with **C#** and supervise development team using **GitHub**; communicate game vision and development status between development, arts, and design teams
- Drive, direct and manage overall project planning, project budget, staffing plans, work prioritization, and project scope utilizing **Trello** and **Google Drive**

SKILLS AND INTERESTS

Languages: English (Native), Chinese (Native), Spanish (Elementary)

Computer Languages and Applications: Java, C++, Python, C#, MATLAB, Mathematica, Unreal, Unity, Maya, Davinci Resolve, Excel, Adobe Photoshop, Visual Studio, VS Code, GitHub

Interests: Fitness, Longevity, Swimming, Photography, Running, Hiking, Guitar, Game Development, 3D Modeling, Digital Games, Cthulhu Culture