

JASON T. KARDON

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SOFTWARE DEVELOPER

As an adaptable and creative entry-level software developer, I have a strong passion for solving real-world problems through innovative technologies. Dedicated to continuously learning and improving my programming skills, I've worked extensively with numerous languages, including Python, C, and SQL.

EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA | GPA: 3.97

Expected Graduation May 2025

Double Major: Computer Science / Interactive Media & Game Development

Awards & Extracurriculars:

- Dean's List 2021-2024
- Invited to present original video game (Operation N.U.T.S.) at WPI's weekly in-person game design colloquium
- Upsilon Pi Epsilon, International Honor Society for the Computing and Information Disciplines, inducted Jan. 2024
- Member, International Game Developers Association, 2022 – present
- Member and Treasurer (2024), WPI Pokémon Club, 2022 – present

SKILLS

Java, C, C++, C#, Python, Rust, HTML, JavaScript, Racket, Unreal Engine 5, Unreal Engine Blueprints, Unity, Godot, WebGL, PyTorch, SQL, Linux, GCP, AWS, Looker, Grafana, PowerBI, ArcGIS, Eclipse, IntelliJ, Visual Studio Code, Game Design, Niantic Lightship, OBS, CAD, Excel, Autodesk, Agile Development

PROFESSIONAL EXPERIENCE

United Parcel Service (UPS) | Mahwah, NJ

June 2022 - August 2024

Intern Summer 2022 - 2024 / Co-op September 2023 - May 2024

- Developed Grafana dashboards for information of FTP2 passwords and on digital certificates
- Used APIs to query data and manipulate results
- Uploaded data into a Linux server using MariaDB; pulled data to Grafana to create interactive dashboards
- Coordinated with 7-person and 8-person teams (remote and in-person)
- Created Looker dashboards to display information from the Systems Programming Engineering department
- Uploaded results to Google Cloud (GCP) using BigQuery; transferred data to Looker for real-time dashboarding
- Presented a demo of dashboards before an executive committee

MassDigi | Worcester Polytechnic Institute

September 2022 - November 2022

Quality Assurance Tester

- Collected data and provided research support for a machine learning and development project sponsored by a popular game engine

PROJECTS

- **SPI-Glass** - Collaborated on a six-person team to design an augmented reality mobile horror game using Unity. Developed real world object detection, ghost pathing and ghost battle features.
- **Chord Clash** - Worked in a group of seven people to create a PVP based rhythm game using Unreal Engine 5. Worked on implementing the powerup system, sound system, and game UI.
- **Operation N.U.T.S.** - Worked as a lead programmer for a team consisting of four members creating a 2D side scrolling stealth game in the Godot engine. Developed player movement, level objects and level design.