JASON MUSE

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PROFESSIONAL SUMMARY

Software developer at Karen Clark & Company, a catastrophe risk modeling firm, with production experience shipping full-stack web tools used by thousands of daily visitors, two iOS apps on the App Store, and C#/.NET desktop software, from implementation through release.

EDUCATION

B.S. Computer Engineering | Florida State University May 2025
GPA 3.5 | President's List | The Order of the Engineer
Relevant Coursework**:** Data Structures, Computer Architecture, Advanced Microprocessors

EXPERIENCE

Software Developer | Karen Clark & Company Oct 2026 - Present
Boston, MA | Catastrophe risk modeling software

- Build full-stack features for catastrophe risk modeling software used by insurers and reinsurers, working across backend services, databases, and frontend UI/UX from design through implementation.
- Improved observability with user-level request logging across current and legacy endpoints.

Software Engineer | Top Rank Marketing Mar 2025 - Jun 2026
Remote | Production web platforms and internal tools

- Built and launched a live odds comparison system for LegalSportsBetting.com, integrating real-time sportsbook APIs, scheduled data pipelines, normalized MySQL storage, and responsive JavaScript interfaces.
- Developed an AI Bet Assistant using OpenAI and xAI APIs, structured prompts, contextual data retrieval, and fallback logic to deliver reliable user-facing responses.
- Shipped 10+ production features used by thousands of daily visitors across WordPress-based web platforms and internal tools.
- Improved third-party API reliability through caching, validation, logging, debugging, and fault-tolerant recovery logic.

SELECTED PROJECTS

Florida Hurricane Landfall Event Tracker | C#, .NET, Electron 2026

- Built a C#/.NET desktop application that analyzes 2,004 NOAA HURDAT2 storms and identifies 104 inferred Florida hurricane landfall events using geospatial coastline-crossing logic with interpolated landfall timing and wind.
- Built an ASP.NET Core API for geospatial storm-track analysis using NetTopologySuite/GeoJSON, with in-memory caching and xUnit tests; integrated an Electron/TypeScript UI and packaged a self-contained Windows executable.

Muse Media Tracker | React Native, TypeScript, Expo, Node.js, tRPC, Hono 2026

- Built and released a full-stack media-tracking iOS app with authentication, custom categories, autocomplete, metadata and cover-art workflows, local-first synchronization, and resilient loading and error states.

FAMU-FSU College of Engineering AI-VR Museum | Unity, C#, Blender, Meta Quest 3 2025

- Led technical development of an immersive Meta Quest 3 VR museum, building interactive Unity/C# systems and coordinating integration of high-fidelity 3D assets.

Countdown Island - 3D Game Jam Release | Godot, GDScript, Terrain3D 2026

- Designed and shipped a complete 3D game jam title centered on a timed island challenge, collectible objectives, environmental progression, and a comedic narrative payoff.
- Implemented player movement, camera behavior, countdown and win-state systems, UI feedback, audio, scene transitions, web export, and final release under a fixed deadline.

Frog Quest+ | Godot, GDScript, iOS 2024 - 2026

- Designed, developed, and released an original mobile game through the App Store, implementing gameplay systems, touch controls, mobile integrations, testing workflows, and iOS release preparation.

TECHNICAL SKILLS

Languages: TypeScript, C#, JavaScript, Python, C++, SQL, PHP, HTML/CSS
Frameworks & Technologies: .NET, ASP.NET Core, React Native, Node.js, Electron, Unity, Godot, WordPress
Databases & APIs: MySQL, REST APIs, OpenAI API, xAI API, third-party API integrations
Tools & Platforms: Git, GitHub, xUnit, Xcode, App Store Connect, Linux, Blender