Jason Bourn

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Professional Summary

A driven and versatile software engineer with over 7 years of experience in designing and developing large scale web and mobile applications. Proficient in full-stack development with experience in the LAMP stack, Java, and Android SDK optimization. Experienced with working in Agile environments to deliver scalable software solutions and enhanced user experiences. A strong background in debugging, API integration, and technical documentation with a passion for developing software and contributing to diverse projects. Seeking roles in the tech industry ranging from full stack engineering to LLM development.

Technical Skills

- **Programming Languages**: Java, PHP, JavaScript, Python, HTML/HTML5, Swift/SwiftUI, CSS, Unity C#, Bash
- **Operating Systems**: RHEL, Ubuntu, Windows operating systems
- **Frameworks & Libraries**: React.js, NumPy, PyGame
- **Databases**: MySQL
- **Tools & Platforms**: git, SVN, GitHub, AWS, Android Studio, Unity, Docker, Apache
- **Other Skills**: REST API development, Agile methodologies, content creation, unit testing (JUnit), CI/CD pipelines, technical writing, LLM RLHF, LLM prompt engineering

Professional Experience

Advanced AI Data Trainer

Invisible Technologies

October 2024 – Present

- Tether Project (current): Training LLMs through side-by-side prompt analysis, rating, and scoring (~30 tasks/week).
- Artifacts Project (current): Training LLMs to code in Java and Python through RLHF training.
  - Programming languages: Java, Python
  - Tools: Docker, Visual Studio Code, JUnit
- VFM Project: Worked as an Operator to annotate and create descriptions of cinematic scenes for training LLMs with RLHF.
  - Completed 145 tasks over 2 months with an average quality score of 88%, contributing to an overall goal of 4,000 tasks for the 2 month period.
- VQA Project: Worked as a prompt engineer, annotating, reviewing, and editing statistical analyses for sales data graphs and charts.

Software Developer

NOVA Holdings Co. – Kyoto, Japan

January 2025 – March 2025

Working as part of a team of three developers, we were responsible for maintaining and developing multiple software systems, including the "LIVE Station" and "Start Online" tools used for teaching various language courses throughout Japan. At the Kansai Headquarters in Osaka, Japan, educators conduct "LIVE Station" classes, which are large online sessions with 10 to 20 students, utilizing OBS and the LIVE Station teaching software. Additionally, instructors across Japan deliver online lessons with Zoom, using the Start Online software to present the educational materials for the lesson.

- Enhanced the online learning experience for ESL educators by developing tailored software tools, resulting in 20% improved student engagement.
- Conducted code updates, troubleshooting, and deploying releases for instructors across Japan ensuring the teachers are well equipped to deliver proper lessons without bugs or defects.
- Created 3 new proficiency assessments for young students seeking to level up in the NOVA program.

- Technologies:
    - Programming languages: Java, HTML, JavaScript, CSS, Python, Bash
    - Systems and tools: Windows, git, GitFTP

ESL Instructor

NOVA Holdings Co. – Kyoto, Japan

May 2024 – March 2025

NOVA Co. Holdings is a language educational institution in Japan, offering instruction to students of all backgrounds and ages. Courses are available in both group and individual classes, with options for online or face-to-face learning. In this role, I worked as an ESL instructor for students of all ages, delivering both online and face-to-face classes.

- Taught ESL to elementary, high school, and adult students in group and one-on-one classes demonstrating adaptability and expertise in teaching English across various levels and contexts.
- Provided Business English instruction and advanced grammar courses ("Grammar 119") for adult learners and professionals.
- Achieved a 4.4 / 5 average monthly student rating over 10 months with a high of 4.9 / 5 and a low of 4.1 / 5.
- Developed student's interest in studying English, maintaining a steady rate of student engagement and attendance.

Full Stack Software Engineer (LAMP Stack)

GBG IDology – Atlanta, Georgia

March 2017 – April 2024

At GBG IDology, I was part of a team of 10 developers focused on delivering fraud prevention solutions for thousands of clients, including REST API and mobile SDK services. Additionally, we integrated machine learning into our fraud prevention suite, enabling the efficient processing of large datasets to identify fraudulent transaction patterns.

- Utilized the LAMP (Linux, Apache, MySQL, PHP) software stack as a full stack software engineer.
- Worked within an Agile methodology framework with a monthly deployment cadence of feature releases and bug fixes.
- Implemented front-end modifications to the customer web 'configuration portal' written in PHP and JavaScript and backed by a SQL database, supporting over 20,000 clients.

- Wrote and maintained the code for building, parsing, and deploying the customer 'developer portal' to support client integration with IDology APIs and mobile SDKs.
- Managed the technical documentation featured on the 'developer portal' for platform modifications and enhancements allowing the clients to integrate and use the products more effectively, reducing the time spent providing customer support by over 60%.
- Managed back-end web application REST API adjustments, including the modification of existing endpoints and integration of new ones handling over 200 million transactions every day.
- Conducted thorough code reviews for colleagues to reduce errors and bugs in the code by up to 50%, maintain code quality, and upholding industry best practices.
- Created and maintained developer utility scripts for handling routine activities such as unused account user notification and deletion.
- Executed unit testing and User Acceptance Testing (UAT) for new and modified features of the platform reducing the amount of features needing rework and time spent making minor adjustments to fit the product specification.
- Technologies:
  - Programming languages: Java, PHP, MySQL, JavaScript, CSS, bash, Python
  - Systems, tools, and frameworks: Linux (RHEL), Apache, SVN, VirtualBox

Mobile Software Developer

GBG IDology – Atlanta, Georgia

May 2022 – April 2024

Collaborated in a two-person team specializing in mobile SDK development and client technical support. Together we developed and maintained the Android and iOS SDKs used by over 500 clients, ensuring seamless integration into mobile applications through technical developer documentation and developer-focused design.

- Rebuilt and optimized the identity verification Android SDK for easier integration by clients, leading to 40% less technical support requests for integration.
- Responsible for leading the development and enhancement of the Android SDK used by over 500 clients.
- Acted as the number 2 iOS developer, backing up the lead developer with bug fixes, feature updates, and code reviews and supporting client iOS SDK integration when the lead developer was unavailable.
- Provided maintenance and SDK integration support to clients integrating with the Android and iOS SDKs maintaining a good relationship with the client and their development team.
- Technologies:
  - Programming languages: Java, Swift/SwiftUI
  - Tools: Android Studio, Xcode

Education

Bachelor of Science in Computer Game Design and Development – Computer Science minor

SPSU School of Computer & Software Engineering at KSU – Marietta, Georgia

December 2016

Relevant Courses: Applications Extensions & Scripting, Data Structures, Programming & Problem Solving I and II (Java), Database Systems (SQL Server), Artificial Intelligence, Software Testing & Quality Assurance, Algorithm Analysis, Educational & Serious Game Design, Mobile & Casual Game Development, User-Centered Design.

Academic Projects:

Wrote an ANN in Java to play chess against a user and an ANN to parse handwriting for Artificial Intelligence class.

Solo developed a 2D top-down space shooter with enemy NPC targeting and guidance systems in Unity with Unity C#.

Programmed an action stealth shooter game that won 1st place for video games in university "C-day" competition. Created with Unity.

Independent Projects

- **TapMe**: Developing an android application to help teachers keep track of time during lessons without a clock, watch, or looking at their smartphone.
- **Where in the world**: Developing an android application to calculate the time in various time zones. The user selects two time zones and enters a time for one of the time zones. The app then determines the time in the second time zone.
- **[Unnamed] Python Game**: Developing a 2D platformer game in Python where the player solves problems by combining various elements from the periodic table to produce different chemical reactions. Combines educational and action aspects, enabling the player to experiment with real-life elements in an engaging environment.
- **ANN Chess:** Programming a chess game in JavaScript with an ANN computer player.

Volunteer Experience

International Mission Work

Hungary, Europe – 2016, 2017, 2018, 2019

- Participated in 4 mission trips to Diósd, Hungary focusing on education and outreach.
- Assisted in running the computer and sound equipment for the team and local teachers.
- Head coach of ultimate Frisbee lessons for 80+ students.
- Led and coordinated teams of coaches, creating and running lesson plans with drills and team-building exercises.
- Taught English classes for students between the ages of 10 and 14.

Languages

- English (native)
- Japanese (intermediate)