Jason Mun
801-674-1971 ● jason.mun484@gmail.com ● https://github.com/JasonMun7 ● https://www.linkedin.com/in/jason-mun-25181b1b9/

Sandy, UT

Education

Cornell University, College of Arts & Sciences   Ithaca, NY
Bachelor of Arts in Computer Science, Minor in Artificial Intelligence   Expected May 2026
Related Courses: Intro to ML (Python), AI Reasoning/Decision-Making (Python), Language and Information (Python), OOP and Data Structures (Java), DS and Functional Programming (OCaml), Discrete Structures, Intro to Analysis of Algorithms, Intro to DB Systems (SQL),

Technical skills

- **Web/Mobile Development:** React, React Native, TypeScript, JavaScript, Angular.js, Next.js, Node.js, HTML5, CSS3, Tailwind CSS, Babel, Swift, Svelte, Three.js, React Three Fiber, Blender, PHP, Angular, .NET, Yarn,
- **Programming/Backend:** Python, MySQL, PostgreSQL, Java, C++, OCaml, C#, Django, Flask, AWS, REST, Azure, Supabase, Firebase
- **Tools/Skills:** Docker, Kubernetes, Git, Github, Figma, Linux, VS Code, VS, TablePlus, Digital Ocean, Agile, Jira, Source tree, UIPath

Experience

Palantir Technologies, New York City, NY, *Software Engineer Intern*   Sep 2025 - Dec 2025
- Incoming Fall 2025 Forward Deployed Software Engineer intern focused on building and deploying data-driven workflows and full-stack solutions using Palantir Foundry and TypeScript to solve complex problems for commercial clients.

Meta, Menlo Park, CA, *Software Engineer Intern*   May 2025 - Aug 2025
- Developed and launched the Stories Weekly Earnings Recap and a new dashboard for viewing monthly and yearly earnings and payouts on the professional Dashboard for Facebook creators, working as part of the Partner Payouts Insights & Monetization team, using Hack, PHP, GraphQL, RESTful APIs, and an internal component-based library — improving financial transparency for over 207 million Facebook content creators and reducing payout-related support tickets by 18%.
- Implemented backend logic in Hack to enable accurate, efficient calculation of payouts, and built the infrastructure to support monthly and yearly earnings views, which were previously unsupported; designed performant, mobile-first UIs surfacing this data with <200ms average load times, driving a 26% increase in creator engagement with monetization tools.

Roam, New York City, NY, *Software Engineer Intern*   Oct 2024 - May 2025
- Developed the world's first AI-powered F-1 visa interview coach using OpenAI API, Docker, JavaScript, Supabase, and React, streamlining interview preparation and transition support for international students.
- Designed and implemented key features for Roam Marketplace Version 2, including landing and partner pages, as well as a Cellular Savings Calculator, leveraging AWS, Docker, Supabase, JavaScript, and React to support over 27,000 recurring users.

Cornell Digital Tech and Innovation, Ithaca, NY, *Software Engineer*   Aug 2024 - May 2025
- Engineered internal tools using React.js and Express.js to automate 90% of team operations, benefiting 100+ members. Developed a personalized candidate decider for evaluating 200+ applicants and a TEC tracker that reduced grading time by 40%.
- Developed a new Next.js, Firebase, React, and Tailwind CSS website following Agile methodologies, increasing user engagement by 70%. Created a real-time shout-outs feature fostering instant recognition and enhanced collaboration among team members.

Radian, Wayne, PA, *Software Developer Intern*   May 2024 - Aug 2024
- Developed financial tools—asset management, BPO, and reporting features—for the Pyramid Platform using React, Next.js, TypeScript, and CSS. Migrated legacy Angular.js pages, improving UX and reducing load times by 20%.
- Engineered an AI chatbot to support RPA bot recovery, utilizing React.js, Python scripts, UIPath, and NLP. The AI chatbot reduced manual processing time by 73 hours and provided support to internal Radian customers on their bots' status.

Highlighted Projects

Scaffold, Ithaca, NY, *Software Engineer*   Apr 2025 - Apr 2025
- Built Scaffold, a tool that converts UI screenshots and Figma designs into editable, production-ready React components using OpenAI API, React, TypeScript, and Palantir Foundry, enabling teams to generate, refine, and share component libraries with 90%+ prop-type accuracy.
- Improved design-to-code workflows by 80%; now used by all internal subteams at Cornell DTI for frontend automation and prototyping. Integrated a real-time usage dashboard and editing interface for collaborative refinement and sharing.

DivvyAi, Ithaca, NY, *Software Engineer*   Oct 2024 - Oct 2024
- Led the development of an AI-powered scheduling app for students at the Big Red Hacks hackathon, utilizing OpenAI API to dynamically break down tasks and generate personalized agendas. Built with Next.js, Tailwind CSS, and React, and deployed seamlessly via Vercel.
- Integrated Google Cloud API for calendar synchronization and authentication, Pinata API for efficient data management, and Supabase as a secure backend. Designed a custom priority algorithm to evaluate assignment complexity. Awarded Best Design for innovation.

ConsenCity, Ithaca, NY, *Software Engineer*   Mar 2024 - Mar 2024
- Developed a civic engagement platform using Next.js, React, and Tailwind CSS, enabling citizens to upvote/downvote city policies. Created dynamic pages, admin interfaces, and user authentication systems for a seamless user experience.
- Implemented RESTful APIs and NoSQL databases with Supabase for secure, scalable user management and policy submissions. The platform won 1st place for Best Software Hack at Cornell Big Red Hackathon 2024.