

Jason Muse

Boston, MA | jasonwmuse@gmail.com | (813)356-9374 | Portfolio: jasonmuse.github.io

PROFESSIONAL SUMMARY

Software Engineer focused on intelligent systems, applied machine learning, and creative technology. Experienced in designing and deploying LLM-driven applications, real-time data pipelines, and scalable digital products in production environments. Interested in personalization, music technology, storytelling, and interactive, game-driven experiences.

TECHNICAL SKILLS

- **Languages:** C, C#, C++, JavaScript, HTML, CSS, PHP, MySQL, GDScript, Python
- **Software:** MS Office, Adobe Creative Cloud, Unity, Godot, Blender, FL Studio, Microsoft Visual Studio
- **Platforms:** Windows, MacOS, Linux, SteamOS, Unix, Android, iOS, React Native, Expo
- **AI/ML Systems:** LLM integration, prompt pipeline design, API orchestration, data pipelines, model evaluation

WORK EXPERIENCE

Top Rank Marketing

Tallahassee, FL

Full-Stack Software Engineer

March 2025 – Present

- Designed and deployed high-traffic affiliate platforms using **HTML, CSS, JavaScript, PHP, and MySQL**, optimizing performance, engagement, and retention for thousands of users.
- Built and maintained **AI-driven systems** integrating real-time APIs, structured data pipelines, and LLM-based inference workflows at production scale.

Automated Sports Odds Intelligence Platform

- Architected an **automated odds ingestion pipeline** (external APIs → normalization → relational database) with scheduled jobs and fail-safe recovery.
- Built an **LLM-based analysis engine** generating real-time insights from **structured odds data** and external signals (**X/Twitter + Grok API**), serving thousands of users in a revenue-generating environment.

Custom Generative AI Chatbot

- Developed and deployed an **LLM-powered chatbot** grounded in live structured data and user-selected markets.
- Engineered adaptive prompt pipelines and **backend orchestration (PHP/MySQL)** to manage inference flow, user state, API limits, and recovery; deployed as a **modular, reusable plugin** across high-traffic sites.

PROJECTS

Florida State University

Tallahassee, FL

FAMU-FSU C.O.E AI-VR Museum

2025

- Led development of an immersive **VR museum experience**, creating high-fidelity 3D assets in **Blender** and interactive systems in **Unity (C#)**.
- Designed and launched the project website, optimizing for accessibility, UI/UX, and cross-platform performance.

AI and Machine Learning Image Classifier

2024

- Designed and trained a **Convolutional Neural Network (TensorFlow)** for multi-class food image classification using data augmentation and metric-based evaluation (precision, recall, F1).
- Optimized model architecture through hyperparameter tuning and GPU acceleration (Google Colab).

Creative & Independent Development

Independent Applications, Games & Intelligent Systems

2021 - Present

- Designed and released independent applications and games, including media tracking tools and a fully self-developed mobile game.
- Conducted independent research in **LLM fine-tuning, model controllability, and hybrid local/cloud inference workflows**, experimenting with dataset curation and practical deployment constraints.
- Developed interactive web applications and creative systems, including the Muse portfolio platform and dynamic music-based web tools built with **HTML, CSS, and JavaScript**.

EDUCATION

Florida State University

Tallahassee, FL

Bachelor of Science in Computer Engineering

Graduated May 2025

- GPA: 3.5, President's List, & Bright Futures FAS Recipient
- **Member, The Order of the Engineer - FAMU-FSU College of Engineering**