

# Jadon Tapp

San Mateo, CA | (650) 627-6292 | [tappjadon@gmail.com](mailto:tappjadon@gmail.com) | [linkedin.com/in/jadon-tapp](https://www.linkedin.com/in/jadon-tapp) | [github.com/tappi](https://github.com/tappi) | [jadon.vercel.app](https://jadon.vercel.app)

## EDUCATION

### University of California, Irvine

*Bachelor of Science in Informatics, Specialization in Human-Computer Interaction*

*Relevant Coursework: Web & Mobile Applications, UI/UX Design, AI Development & Coding*

Irvine, CA

June 2026

## EXPERIENCE

### Product Operations Intern

Jan 2026 – Jun 2026

*Backstock.ai*

Irvine, CA

- Worked on scoping user needs in the platform and strategizing customer acquisitions, whether that was cold calling small businesses or reaching out to other resellers at sneaker con events.
- Developed customer-facing marketplace features using Next.js, TypeScript, Python, and Flutter, enabling businesses to upload and manage inventory listings more efficiently.
- Championed an inventory upload workflow which transferred previous customer inventory to Backstock via .csv files.
- Optimized website UI/UX through iterative testing of user flows, content structures, and a/b testing to improve usability and customer engagement.
- Collaborated with product managers, designers, and engineers using Jira, Git, and Bitbucket in Agile sprint environments.

### Software Developer Freelancer

Jun 2025 – Jan 2026

*The Drop*

Irvine, CA

- Built and launched a custom Shopify e-commerce storefront using HTML and CSS, supporting a sneaker and apparel retailer's expansion into online sales.
- Automated inventory synchronization between Traxia and Shopify using n8n, GitHub Actions, and API integrations; eliminating manual updates across sales channels, saving over \$600 in monthly subscription fees.
- Managed backend inventory and reduced operating costs by over \$2400 in total by replacing third-party inventory management subscriptions with a custom self-hosted automated solution.
- Delivered scalable e-commerce infrastructure that supported \$100,000 in online revenue growth within months of online launch.

## PROJECTS

### Ripple | *Runway API • Runways Workflows • ElevenLabs • Render.com • Claude Code • Python*

- Developed a UGC cloning video generation system using published Runway API endpoints and ElevenLab's speech-to-text tool that takes a reference UGC styled video, a target character image, and selected audio to make a unique social media-styled video.
- Developed a cut detection system with Python to allow generations above 15 seconds, splicing a longer video into digestible parts, generating the clips separately, and stitching them back together after user review keeping consistency.
- Used Render.com to host the platform for free, connected to Github with the files stored locally on my computer.
- Delivered a realistic UGC clone video output from 15-50 seconds using Runway's Seedance 2.0, improved previous inconsistencies with system prompts and eliminated the current 15-30 second generation cap.

### PetrPark ~ 4th Place, UCI AWS Cloud Hacks 2026 | *React Native • TypeScript • AWS Bedrock • AWS Amplify*

- Developed a mobile ranger app leveraging Expo Go and AWS Knowledge Bases to scrape California State Park regulatory data to power a RAG-based AI ranger chatbot capable of retrieving real-time trail and wildlife data.
- Implemented offline-first mobile functionality through AWS Amplify, enabling access to trail information and safety alerts without cellular connectivity.
- Delivered a functional prototype within a 36-hour window and placed 4th among 30 competing hacker teams.

### UCI Nature | *Python • SpeciesNet • Machine Learning • AI Automation • Computer GPU*

- Built a full scale automation platform that helped UCI Nature researchers process, classify, and review more than 100,000 wildlife camera images saving +100 hours of research and manual classification. Relied only on the lab computer's GPU processing chip.
- Integrated Google's SpeciesNet model to automate species identification using confidence scoring and burst-grouping techniques.
- Designed scalable processing architecture with pause/resume checkpoints, caching, and local fallback for large-scale inputs.
- Collaborated within a four-person Agile development team to deliver production-ready software on an academic timeline.

## TECHNICAL SKILLS

**Languages:** Python, TypeScript, JavaScript, Swift, SQL, SQLite

**Frameworks & Libraries:** React, Next.js, React Native, Expo, SwiftUI, Node.js, Angular

**Developer Tools:** Codex, Claude Code, Git, GitHub, Bitbucket, Jira, VS Code, PyCharm, Xcode