

**Juan Carlos Chavez Jr.**

Ontario, CA 91764 · jchav027@ucr.edu · 909-235-2958

## EDUCATION

**University of California, Riverside** (transferred from Mt. San Antonio College)

**Bachelor's degree in Computer Science:** October 2017, GPA: 3.0

- Dean's List: Fall 2010-Spring 2013 (*Mt. SAC*)
- Honor's Society (*Mt. SAC*)

## TECHNICAL SKILLS

Programming: C/C++, VHDL, Visual Basic, HTML/CSS/Javascript

Operating Systems: Linux, Windows (XP, 7, 10)

Software: Xilinx, Matlab, Atmel Studio

## EXPERIENCE

Program Lead at Think Together [2/22/18 - **Present**]

Walmart Seasonal Associate (warehouse management) [10/3/17 - 12/23/17]

## PROJECTS

**Github:** <https://github.com/Ganglians>

**LinkedIn:** <https://www.linkedin.com/in/juan-chavez-78a038a9>

**Computer Security OpenSSL Project** [ <https://github.com/Ganglians/CS165/tree/master/hw2> ]

*Summary:* A formulation of an RSA key exchange to establish a secure connection between a client and server. After establishing a secure connection, the client can request to view files from the server.

- Client first establishes an SSL connection to the server.
- Client verifies server's authenticity by sending the server an encrypted (RSA public) random "challenge."
- Server decrypts (RSA private), hashes (SHA1), signs(RSA private), the challenge and returns it.
- Client can then send a file request to the server, specifying the filename of a document to retrieve
- Server returns the document over the SSL connection, and the client displays it.

*Environment:* C, OpenSSL

**PokeQuest Project** [ <https://github.com/ryosaito999/Pokemap> ]

*Summary:* Hackathon project where we customized a geolocation map (provided to us by ESRI) to simulate walking and encountering Pokemon, inspired by the game Pokemon Go, which was unreleased at the time (November 2015).

- The project was started with a generic website template that showed a user's GPS location.
- Found a database online with Pokemon sprites, names, etc.
- We added map markers that would appear semi-randomly near the user, these map markers consisted Pokemon sprites. Once the user walked to their exact locations, a message indicating they had 'caught' the pokemon would appear and the Pokemon sprite would be removed from the map.

*Environment:* CSS, Javascript, HTML, Bootstrap

## PROFESSIONAL AFFILIATIONS AND INVOLVEMENT

**Association for Computing Machinery Member** (ACM)

Boy Scout Merit Badge Day volunteer (IEE)  
Hackathons: Cutie Hacks, SD Hacks, Citrus Hacks