

Jayden Chung

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Experience

Paystand

June 2025 - Present

Solutions Engineer

Product

- Eliminated development bottlenecks by architecting PRD's and SOWs, establishing the blueprint for UI/UX and HCI to ensure alignment between client expectations and engineering output
- Developed sales demo environment that helped securing \$100,000 TCV before production
- Designed a context-aware, multi-agent workflow that automates the development lifecycle (Requirements → Code Gen → Validation), reducing manual error rates in production
- Shipped an enterprise product on an aggressive 4-month timeline, utilizing rapid prototyping and automation-first practices to maintain system stability during high-velocity iteration

Ye Guild Clerk! – Video Game

Aug 2024 - April 2025

Publisher & Project Manager

- Built and shipped a Unity (C#) 2.5D game, owning production from concept through release on Steam
- Developed internal documentation and technical guides for the art and design teams to bridge the gap between engine limitations and creative requirements
- Resolved build validation errors to ensure full technical compliance for Steam deployment

Tenants Law Firm

May 2024 – Aug 2024

Technology Senior Intern

Beverly Hills, CA

- Bridged communication between software engineering and legal interns, delivering document automation solutions that saved the firm an estimated **10 hours** per week in administrative tasks
- Improved Tenants Law firm website SEO by optimizing content structure and keyword usage
- Leveraged Google Analytics to increase website traffic by **25%** through data-driven content recommendations

Projects

High-Note | AI-powered study assistant that enhances student notes

- Developed High-Note, an AI-powered collaborative study assistant that leverages **Natural Language Processing** (NLP) and **Google Gemini API** to analyze student notes, providing personalized feedback and comparative insights
- Utilized a versatile full stack solution with **FastAPI** (Python), **React** (JavaScript), and **MongoDB** for data management
- Managed a team of 3 and shipped the product from concept to completion within a 36-hour timeframe

Chess AI | C++ Chess engine and AI with graphical user interface

- Developed a high-performance Chess engine AI in **C++**
- Implemented a robust minimax search algorithm with alpha-beta pruning and move ordering
- Innovated a hashless transposition table and optimized AI evaluation techniques for board position assessment

Education

University of California, Santa Cruz

Sep 2021 - June 2025

Bachelor of Science in Computer Science (GPA: 3.70)

Santa Cruz, CA

Awards

CruzHacks 2025 – 1st Place Winner

Issued by UC Santa Cruz

April 2025

- Won the "Best Education Hack" category, awarded to the top project demonstrating meaningful impact in the field of education

CruzHacks 2023 - Winner

Issued by UC Santa Cruz

February 2023

- Won the "Most Ambitious Hack" category, awarded for demonstrating bold scope and creative execution

Technical Skills

Programming Languages: Blueprints, C#, C++, Python, React, JavaScript, HTML, CSS, Elixir

Production Tools: Trello, Asana, Jira, Notion, GitHub, Spreadsheets, Miro, MS Suite

Technologies: Unreal Engine, Unity, Fast API, Adobe Creative Cloud