

# Jonathan Trans

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## EDUCATION

### University of California, Davis

Davis, CA

Undergraduate - Bachelor's of Science (B.S) in Computer Science

Graduation Date: June 2023

- **Cumulative GPA:** 3.52
- **Notable Coursework:** Discrete Math, Introduction to Programming in Python, Data Structures in Python, Programming & Problem Solving in C, Software Development & Object-Oriented Programming in C++, Data Structures, Algorithms, & Programming in C++, Computer Organization & Machine-Dependent Programming in x86 Assembly in C, Linear Algebra

## TECHNICAL SKILLS

**Languages:** C++ Python C C# JavaScript Java Objective-C Bash Scripting MATLAB PHP

**Frameworks:** HTML/CSS Django

**Databases | Tools:** UNIX/Linux Unity Git/GitHub Vim React.js MySQL XML LaTeX

## SOFTWARE PROJECTS

### UC Davis Linear Algebra Laboratory Coursework Website

Davis, CA

PreTeXt, XML, LaTeX, HTML, CSS, Git/Github, and Python

April 2021 - Present

- Built full-stack applications with Professor Ali A. Dad-del and created a coursework website for MAT22A (Linear Algebra)

### Personal Website

Davis, CA

Git/Github, CSS, HTML, and JavaScript | [jonathantrans.github.io](https://jonathantrans.github.io)

March 2021 - Present

- Utilized **HTML**, **CSS**, **JavaScript** for functionality, structure, animation, and appearance to aid towards web development

### Mask Or Die

Sacramento, CA

C# (OOP), Blender, Unity, and Google Maps SDK

February 2021 - February 2021

- Utilized **Google Maps SDK** to build the 3-D model of Sacramento's Capital, **Blender** for 3-D game models, **C#** for functionality
- Developed a mask shooting **game** as a non-profit PPE for Sacramento through **SacHacks**; raise awareness of **COVID-19** cases

### Creating Chess

Davis, CA

C++ (Linux Environment) and SFML

November 2020 - January 2021

- Utilized **C++** for functionality, **SFML** for Graphical user interface and developed a playable Chess match
- Implemented challenging AI through simple algorithms; change of pawn type when reaching the enemy side

### PYR Resource Pack

Patterson, CA

Java Developer Kit, Forge, and Paint.NET | [www.youtube.com/c/pyrwin](https://www.youtube.com/c/pyrwin)

June 2015 - Present

- Utilized **Minecraft's Java** source code, developed new lightmaps and designed 200+ new textures; **150,000+ downloads**

## WORK & LEADERSHIP EXPERIENCE

### Co-Founder and Software Engineer

Davis, CA

Icarus

May 2021 - Present

- Icarus is a machine learning tool and platform to analyze pictures of patients who are concerned about dermatology issues
- **Tools Utilized:** HTML, CSS, React Native, Swift, C++, Git/Github, and Python (Matplotlib, PyTorch, Pandas, Tensorflow)

### Software Engineer, Intern

San Francisco, CA

Debater

May 2021 - Present

- **Software Engineer** with an emphasis on **full-stack development**
- Building **iOS** and **web** applications for the operations team at Debater (Debate Networking Platform)
- **Tools Utilized:** React Native, Swift, C++, HTML, CSS, and Python

### Software Engineer, Intern

Davis, CA

UC Davis

April 2021 - Present

- **Software Engineer** with an emphasis on **front-end web development**
- Built **full-stack** applications with **Professor Ali A. Dad-del's** UC Davis Linear Algebra Laboratory Coursework Website
- **Tools Utilized:** PreTeXt, XML, LaTeX, HTML, CSS, Git/Github, and Python

### Python Code Camp Instructor

San Jose, CA

Volunteer Coding Instructor for Catholic Community

July 2018 - Present

- Utilized an efficient training course for students with, and without, coding experience through **K-12** grade levels
- Taught and instructed basic **Python** programming capabilities and topics alongside other instructors