Jonathan Trans

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EDUCATION

University of California, Davis — B.S. in Computer Science

Expected Graduation: June 2023, GPA: 3.52

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

WORK AND LEADERSHIP EXPERIENCE

Debater, Virtual/Remote — Incoming *Software Engineer Intern (SWE)*

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

UC Davis, Davis, CA — *Software Developer Intern (SDE)*

April 2021 - Present

- **Software developer** 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

Flintridge Sacred Heart Academy, Flintridge, CA/Remote — *Python Code Camp Instructor*

July 2018 - May 2021

- 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 coding instructors

SOFTWARE PROJECTS

Portfolio: Utilized GitHub, HTML, CSS, JavaScript (JQuery, aos.js, poppy.js) for web development: **https://jonathantrans.me**

Red Panda: Built web applications utilizing the MEAN stack such as Node.js and React.js while using Google Firebase as the backend cloud and authentication system. Red Panda is a web application and website to raise awareness for the endangered species of red pandas. Community members that support this cause can log-in with Google and chat, as well look at the statistics and location of these red pandas **(Still in development)**

UC Davis Linear Algebra Laboratory Coursework Website: Built full-stack applications with Professor Ali A. Dad-del and created a coursework website with PreTexT, XML, LaTeX, HTML, CSS, Git/Github, and Python for MAT22AL (Linear Algebra Lab.); predicted 1000+ student users from summer quarter 2021 through spring quarter 2022 **(Still in development)**

PYR Resource Pack: Utilized Minecraft's Java source code using Java Developer Kit and FORGE, developed new lightmaps and designed 200+ new textures with Paint.net; 150,000+ downloads: **www.youtube.com/c/pyrwin**

Mask Or Die: Developed a first-person shooting game that shoots mask at COVID-19 infected enemies utilizing C# for the game's functionality, Unity for game hosting, Google Maps SDK to build the 3-D model of Sacramento's Capital, Blender for 3-D game models. **This project is a non-profit PPE for Sacramento through SacHacks, raising awareness of COVID-19 cases.**

Basic Chess: Developed a playable Chess match utilizing C++ for the game's functionality and SFML for Graphical user interface

TECHNICAL SKILLS

Languages: C++ Python C C# JavaScript Java Objective-C Bash Scripting MATLAB PHP
Frameworks: HTML/CSS Django React Native
Databases | Tools: UNIX/Linux Unity Git/GitHub Vim React.js MySQL XML LaTeX