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 | Davis Computer Science Club Member
- **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 Vim React.js MySQL XML

SOFTWARE PROJECTS

Personal Website **Davis, CA**
CSS, HTML,** and **JavaScript** | **jonathantrans.github.io *March 2021 - Present*

- Built web applications in an agile and iterative way using **Git/Github**
- Developed my personal website through **HTML** for structure and markup, **CSS** inclusion for the layout and appearance of the content, and **JavaScript** for enabled animation, adaptive content, and form validation on the page

SacHacks Hackathon - *Mask Or Die* Game Development **Sacramento, CA [Remote]**
C#** for **OOP** Programming | **Unity3D *February 2021 - February 2021*

- Developed **Unity 3-D Models** with **Blender** and animated them with **C#**; created a **circuit diagram** for immersive mask
- Utilized **Google Maps SDK** to import the map of Sacramento into the game, build the streets and 3-D model of Sacramento
- Leading game development alongside three random group members and created a first-person, mask shooting game as a non-profit PPE for the Sacramento community in order to raise awareness of **COVID-19** cases

Creating Chess **Davis, CA**
Linux** Environment in **C++** language | **SFML *November 2020 - January 2021*

- Exhibited ownership of my work with well-organized, detailed code with strong written skills
- Developed a playable Chess match in **C++,** through the GUI of **SFML.**
- Added improvements such as challenging AI through simple algorithms; change of pawn type when reaching the enemy side

WORK & LEADERSHIP EXPERIENCE

Web Development Intern **Davis, CA**
UC Davis *April 2021 - Present*

- Currently working under UC Davis Professor Ali A. Dad-del
- Restructuring MAT22AL (Linear Algebra Computer Laboratory) coursework website through front-end development tools including **PreTexT, HTML, CSS**, and **Python**
- Built web applications in an agile and iterative way using **agile methodologies** and **Git/Github**

Python Code Camp Instructor **San Jose, CA**
Volunteer Coding Instructor for Catholic Community July *2018 - Present*

- Taught data structures, functions, classes, simple statements, arithmetic, and boolean expressions, assignment statements
- Engaged with organizers and other instructors to utilize an efficient training course for students with, and without, coding experience through **K-12** grade levels
- Formulated ideas and strategies to Catholic Youth Group members on how to provide an operating system with **Python** programming capabilities for students to use

IT Customer Support Representative Intern **Fremont, CA**
A Plus Heating and Air Conditioning *June 2017 - December 2019*

- Generated financial reports in **Quickbook** and performed financial analysis on sales by product and inventory orders, as well as installed anti-virus programs, custom fonts, and updates to reduce cyber risk
- Performed an **OS re-installation** of Windows 7 and putting together orders with support package or installers and presentation packages for management
- Troubleshoot and resolved slow computer issues by uninstalling hazardous bloatware and other unwanted programs and other Adhoc projects; motivated and passionate to find defects and innovate the product