

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 2022

- 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 Maven Hadoop

Databases | Tools: UNIX/Linux Unity Git Vim React.js MySQL MongoDB jQuery XML

SOFTWARE PROJECTS

Interactive, 2 Dimensional Game

Davis, CA

Linux Environment in C language | Bash Scripting

April 2020 - June 2020

- Developed and created an interactive **C file**, a child-friendly game that is closely parallel to a free-roaming MMO game. The user will be able to collect items, orbs to enter power mode, and then to defeat the enemies on the 2-D board. The game has a folder of three listed text files that determine the different fields
- Developed functions in **Visual Studio Code** while **SSH** to university's **Linux** PC and continuous debug
- Variation of gameplay, free from memory-leaks, and was submitted to UC Davis, CS Department

Interactive Calendar

Davis, CA

Linux Environment in C and Python language | Bash Scripting

October 2020 - November 2020

- Exhibited ownership of my work with well-organized, detailed code with strong written skills
- Developed a calendar in a **C** and **py file** that can determine how many days in a year, leap years, seasons
- Presented excellent analytical and problem-solving skills in a team-based environment to UC Davis Professor while emphasizing the importance to grow, learn, and explore new things and tough situations

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

SacHacks Hackathon - "Mask Or Die" Game Development

Sacramento, CA [Remote]

Unity3D Environment in C# for object-orientated Programming

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

WORK & LEADERSHIP EXPERIENCE

Python Code Camp Instructor

San Jose, CA

Volunteer Coding Instructor for Catholic Community

July 2018 - Present

- Maintained excellent communication with students who want to bring out their creativity through coding in Python
- 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