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   *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   *June 2015 - Present*
- Utilized **Minecraft's Java** source code, developed new lightmaps and designed 200+ new textures; **150,000+ downloads**

WORK & LEADERSHIP EXPERIENCE

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

IT Customer Support Representative   **San Jose, 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
- Installed **anti-virus programs**, custom fonts, and updates to **reduce** cyber risk; performed an **OS reinstallation** of Windows 7