Jonathan Trans

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EDUCATION

University of California, Davis

Davis, CA

Graduation Date: June 2023

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

- 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

Python 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

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

PYR Resource Pack

Patterson, CA

Java Developer Kit | Forge | 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

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, XML, 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
- Utilized 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
- Troubleshooted 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