# Jonathan Trans

**(+1) 209-319-6752| Davis, CA. | jbtrans@ucdavis.edu**

https://www.linkedin.com/in/jonathantrans | https://github.com/Jonathantrans

## 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

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## WORK AND LEADERSHIP EXPERIENCE

**Debater,** Virtual/Remote — *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 2020 - 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

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## SOFTWARE PROJECTS

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

**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

**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

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## 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