

Jehan Kobe Chang



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EDUCATION

University of California, Irvine — B.S., Computer Science

Sept. 2018 — Fall 2021 (Expected)

- Campus Honors Program; Dean's Honor's List; Mid-Sophomore Standing

GPA: 5.900

Henry M. Gunn High School, Palo Alto, CA

Aug. 2014 — May 2018

GPA: 4.0/4.4

EXPERIENCE

Essential, Mobile Application Intern, *Palo Alto, CA*

July 2019 — Sept. 2019

- Improved and created applications for mobile device. Also used machine learning to enhance apps.
- Worked with Andy Rubin's team. Gained experience from ex-Apple, Google, Facebook, etc. coworkers.
- Used: Android Studio, AWS, Javascript, Java, Websockets, Firebase, Sketch, Android Frameworks, Tensorflow, Python

Amplify.ai (formerly Botworx.ai), Software Developer Internship, *Palo Alto, CA*

June 2018 — Aug. 2018

- Through scraping data off their website, made the bot capable of providing daily news and performance updates.
- The 48-Months-Of-Transforming-India campaign has 7.7 million subscribers who also use the Facebook bot.
- Added additional back-end functionality to the 48-Months Chatbot.
- Used: Amazon S3, REST, webscraping, Javascript, Amplify's Bot Development API, JSON

Amplify.ai (formerly Botworx.ai), Software Developer Internship, *Palo Alto, CA*

June 2017 — Aug. 2017

- Developed a Sketch Plugin that allowed for rapid prototyping — with one click, UI designers were able to increase workflow efficiency and transform their Sketch designs into ready-to-use Amplify.ai Facebook Chatbots.
- Used: Amazon S3, AWS webhooks, Cocoscript, Sketch, Javascript, JSON, HTML and CSS

SELECTED PROJECTS

Glorious Noon

Feb. 2017 — Aug. 2017

- Solo-developed a virtual reality game using Unity; Cross-platform. Over 13k downloads.
- Created all 3D models + art (Blender); Player + Enemy interactions are physics-based = more realistic + engaging.
- Handled the publication on [Steam](#), advertising, and developer-community outreach/feedback.

Personal Website

March 2019 — April. 2019

- Created a mobile-friendly and visually-pleasing platform to showcase my technological progress and projects.

Twitter School Project

November 2019

- Utilizing Twitter Dev API, created a Python program that can figure out a public Twitter user's favorite word.
- Also able to filter out all tweets containing/not-containing a certain word.
- Uses geo-location to find all tweets containing a certain word in a user-specified area.

Beall and Butterworth Competition

April 2019 - Present

- UCI Students create new technologies and solutions to current design problems with the potential of commercialization.
- Working as the programming lead. Focusing on reading and analyzing data from biosensors.

ORGANIZATIONS

VR UCI Programming Officer

Sept. 2019 — Present

- Coordinates club projects, leads VR game-design meetings, teaches how to use VR dev tools.
- Currently working on a project: [Asymmetrical Fruit Ninja in VR](#).

Gunn Virtual Reality Club

Aug. 2016 — May 2017

- Founded and presided over Gunn High School's first virtual reality club.
- Taught game design, C# and OOP coding, and physics.

SKILLS AND NOTABLE CLASSES

- Java, Javascript, C#, Unity, Python, Node.js, Sketch, Amazon S3, Blender, HTML/CSS, C++, Matlab, REST
- Android Studio, Firebase, Websockets, AWS, Github
- Stanford's Coursera Online Machine Learning, Programming in C/C++, Honors Humanities Core