

Jehan Kobe Chang



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EDUCATION

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

Sept. 2018 — Dec. 2021 (Expected)

- Campuswide Honors Program; Dean's Honor's List; Junior Standing

GPA: 3.900

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

- Utilized realtime databasing and machine learning services to create and improve applications for the new mobile device.
- Worked extensively with back-end and front-end experts to make my applications scalable and user-friendly.
- Learned how to architect and scale multiple projects from Andy Rubin's team (co-founder of Android).
- Used: Java, Python, Javascript, Android Studio, AWS, Websockets, Firebase, Sketch, Android Frameworks

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

June 2018 — Aug. 2018

- Hired to scrape data off of 48-Months-Of-Transforming-India website which has 7.7 million subscribers.
- Integrated REST and S3 to make their chatbot capable of providing daily news and performance updates.
- Added back-end functionality to the 48-Months Chatbot.
- Used: Javascript, Amazon S3, REST, webscraping, 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 enabled to increase workflow efficiency and immediately transform their Sketch designs into ready-to-use Amplify.ai Facebook Chatbots.
- Used: Javascript, HTML and CSS, Cocascript, Sketch, Amazon S3, AWS webhooks, JSON

SELECTED PROJECTS

Glorious Noon

Feb. 2017 — Aug. 2017

- Solo-developed a virtual reality game using Unity. It is cross-platform with over 20k downloads.
- Created all 3D models, used physics-based interactions to enhance VR realism, and integrated UI to add structure.
- Handled the publication on Steam, advertising, and developer-community outreach/feedback.

Remaking and Optimizing Glorious Noon For Oculus Quest

September 2019 - Present

- Directed a team of 8 students in optimization, art, and bringing brainstormed VR concepts to life.
- Implemented self-composed music and voice-acting to enhance VR story-telling and immersion.

Twitter School Project

November 2018

- Utilized Twitter Dev API, developed a Python program that can figure out a public Twitter user's favorite word.
- Filtered out all tweets containing/not-containing a certain word(s).
- Calculated geo-location to find all tweets containing a certain word in a user-specified area.

ORGANIZATIONS

VR UCI Programming Officer

January 2019 — Present

- Coordinated club projects, lead VR game-design meetings, taught how to use/create VR dev tools.
- Developed "Asymmetrical Fruit Ninja in VR": allows VR players to interact with those outside of VR simultaneously.

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#, Python, C++, HTML/CSS, Unity, Android Studio, Node.js, Sketch, Amazon S3, Blender, Firebase, Websockets, AWS, Github, Swift, Matlab, REST
- Machine Learning and Data Mining, Design and Analysis of Algorithms, Neural Networks and Deep Learning