Jehan Kobe Chang

27820 Elena Road
Los Altos Hills , CA 94022
650.946.7293
jkobechang@gmail.com
jehanc@uci.edu

EDUCATION

University of California, Irvine
CHP Freshman, Computer Science **(September 2018 - PRESENT)**

- CHP (Campus Honors Program): Top 3% of the undergraduate class.
- Sophomore Standing: AP credit allowed me to advance to sophomore level classes
- Current CS Classes: Boolean Algebra, Python Programming With Libraries (Accelerated)
- Next Quarter CS Classes: Discrete Mathematics, Intermediate Python Programming, Introduction to Probability and Statistics for CS

Henry M. Gunn High School, Palo Alto, CA
(2014 - 2018)
GPA 4.0/4.4 Unweighted/Weighted

EXPERIENCE

Amplify.ai (formerly Botworx.ai), Palo Alto, CA

Software Engineering Intern **(June 2018 - August 2018)**

Built a web-scraping tool for https://48months.mygov.in that constantly collects data off of their website and stores the data onto Amazon S3. Then, the data provides users of the Facebook 48 Months Bot with daily news and performance updates.

Software Engineering Intern **(June 2017 - August 2017)**

Utilized knowledge of Sketch, Cocoascript/Javascript, and HTML to create a Botworx plugin tool that allows designers to quickly prototype and convert Sketch designs into Amplify.ai Facebook chatbots. Significantly saved them time and improved their workflow.

PROJECTS

Glorious Noon
Independent Developer **(March 2017 - November 2017)**

Created a VR game: Glorious Noon which has over 13k+ downloads.
Tech used: Unity, C#, HTC Vive, Oculus Touch, Steam API, Blender.
https://store.steampowered.com/app/724870/Glorious_Noon

SKILLS

Expert: Java, Javascript, Unity, C#, Python.

Skilled: Node.js, Scheme, Cocoascript, Sketch, Amazon S3, Blender, HTML and CSS

Learning: Unreal Engine, Swift

ORGANIZATIONS

Gunn Virtual Reality Club: Founded Gunn High School's first VR club. Taught students game design, coding, and physics.

VR @ UCI: Unity Programming Officer, currently working on a club-wide assembly of various Oculus Go mini-games.

UPCOMING PROJECTS

Machine Learning: Currently self-learning discrete math and A.I. through online tutorials and Stanford's Coursera course.

Neural Networks and Video Games: Working on implementing neural networks to enhance replayability and specialize user experience in games.