Jehan Kobe Chang





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EDUCATION

University of California, Irvine — Freshman, Computer Science <u>Campus Honors Program</u>: Top 3% of the undergraduate class <u>GPA</u>: 3.89, Dean's Honor's List

Henry M. Gunn High School, Palo Alto, CA GPA: 4.0/4.4 Unweighted/Weighted

EXPERIENCE

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

48-Months Chatbot (June 2018 - August 2018)

- Paid Software Engineering Internship
- Through scraping data off their website, I made the bot capable of providing daily news and performance updates to its 7.7 million subscribers.
- Added additional back-end functionality to the 48-Months-Of-Transforming-India chatbot.
- <u>Used</u>: Amazon S3, REST, webscraping, Javascript, Amplify's Bot Development API, JSON

Sketch Plugin Tool (June 2018 - August 2018)

- Paid Software Engineering Internship
- Allowed for <u>rapid prototyping</u> with a click of a button, UI designers could transform their Sketch designs into ready-to-use <u>Amplify.ai Facebook Chatbots</u>.
- <u>Used</u>: Amazon S3, Cocoascript, Sketch, Javascript, JSON, AWS webhooks, HTML and CSS

ORGANIZATIONS

VR UCI Programming Officer (2019)

 Coordinates club projects and teaches how to use and create VR tools for projects. Currently working on <u>Asymetrical Fruit Ninja in VR.</u>

Gunn Virtual Reality Club (2016-17)

- Founded and Presided over Gunn High School's first virtual reality club.
- Taught students game design, coding, and physics.

SKILLS

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

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

<u>Learning</u>: Unreal Engine, Swift

SELECTED PROJECTS

Glorious Noon (2017)

- Solo-developed a VR Game.
- Made 95% of all assets by myself.
- Over 13k downloads.
- Published on Steam

My Website (2019)

- A visual, online resume
- Coalition of my interests in machine learning and virtual reality.
- Has animation and is mobile friendly

NOTABLE CLASSES

Stanford's Cousera Online Machine Learning

Intermediate Programming in Python

Programming in C/C++