Jehan Kobe Chang

https://github.com/Kokobe   https://www.linkedin.com/in/jehan-chang-657896156

(650)-946-7293
jehanc@uci.edu
jkobechang@gmail.com
Website: kokobe.github.io

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
- Worked on Amplify's Natural Language Processing (NLP) system to automate the process of ingesting training data for Amplify's AI systems, from customer's web sites, RSS feeds, FAQs and call center scripts.
- 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
- Completely automated the process of connecting UI design of a chatbot to the Amplify AI system.
- 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, Cocoascript, 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

- 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