

# Jehan Kobe Chang



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## EDUCATION

**University of California, Irvine — B.S., Computer Science**  
Campuswide Honors Program; Dean's Honor's List; Junior Standing

Sept. 2018 — Dec. 2021 (Expected)

**Henry M. Gunn High School, Palo Alto, CA**

Aug. 2014 — May 2018

GPA: 4.0

## 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, Docker, Numpy, Linux, Jenkins
- Machine Learning and Data Mining, Probability and Statistics for Computer Science, Computational Linear Algebra, Data Structure and Implementation Analysis, Design and Analysis of Algorithms

## 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, Docker, 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, web scraping, 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, Cocoscript, Sketch, Amazon S3, AWS webhooks, JSON

## SELECTED PROJECTS

**Machine Learning: Predicting Rainfall**

Feb. 2020 — Mar. 2020

- Used satellite cloud measurements from UCI's Hydrometeorology database to predict rainfall across the Earth.
- Implemented an ensemble of machine learning models: decision tree forest, neural networks, KNN classifiers, etc.
- Performed optimizations such as dropout regularization, bagging and boosting, genetic algorithms, and feature selection.

**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.

**Glorious Noon (HTC Vive, Oculus Touch)**

Feb. 2017 — Aug. 2017

- 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, 3D modeling and particle systems, and spatialization of audio and physics.
- Architected physics AI and virtual user interfaces to enable greater control of game mechanics on a limited mobile system.

## ORGANIZATIONS

**VR UCI Programming Officer**

January 2019 — Present

- Coordinated club projects, lead VR game-design meetings, taught how to use/create VR dev tools.

**Gunn Virtual Reality Club**

Aug. 2016 — May 2017

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