

Jehan Kobe Chang



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EDUCATION

University of California, Irvine — Freshman, Computer Science

Campus Honors Program: Top 3% of the undergraduate class

GPA: 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.
- Used: Amazon S3, REST, webscraping, Javascript, Amplify's Bot Development API, JSON

Sketch Plugin Tool (June 2018 - August 2018)

- Paid Software Engineering Internship
- Allowed for rapid prototyping — with a click of a button, UI designers could transform their Sketch designs into ready-to-use Amplify.ai Facebook Chatbots.
- Used: Amazon S3, Cocoscript, 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 Asymmetrical Fruit Ninja in VR.

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, Cocoscript, Sketch, Amazon S3, Blender, REST, Matlab, R, HTML and CSS, C++

Learning: 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 Coursera Online Machine Learning

Intermediate Programming in Python

Programming in C/C++

Honors Humanities Core