

# Jehan Kobe Chang

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## EDUCATION

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University of California, Irvine — B.S., Computer Science

Sept. 2018 — June 2022 (Expected)

- Campuswide Honors Program; Dean's Honor's List; Junior Standing

Henry M. Gunn High School, Palo Alto, CA

Aug. 2014 — May 2018

GPA: 4.0

## SKILLS AND NOTABLE CLASSES

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- 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
- Machine Learning and Data Mining, Design and Analysis of Algorithms, Data Structure Implementation and Analysis

## EXPERIENCE

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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, 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, Cocoadscript, Sketch, Amazon S3, AWS webhooks, JSON

## SELECTED PROJECTS

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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.
- 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

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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.