Jehan Kobe Chang

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EDUCATION

University of California, Irvine — B.S., Computer Science Sept. 2018 — Winter 2021 (Expected)
- Campus 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 machine learning outputs and AWS servers to create and improve applications for the new mobile device.
- Worked with Andy Rubin's team (former co-founder of Android).
- Used: Java, Python, Javascript, Android Studio, AWS, Websockets, Firebase, Sketch, Android Frameworks, Tensorflow, Github, Animation

Amplify.ai (formerly Botworx.ai), Software Developer Internship, *Palo Alto, CA* June 2018 — Aug. 2018
- Hired to scrape data off their website, made the chatbot capable of providing daily news and performance updates.
- The 48-Months-Of-Transforming-India campaign has 7.7 million subscribers who also use the Facebook bot.
- Added additional 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
- Developed a Sketch Plugin that allowed for rapid prototyping — with one click, UI designers were able to increase workflow efficiency and 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 + art (Blender); Player + Enemy interactions are physics-based = more realistic + engaging.
- Handled the publication on **Steam**, advertising, and developer-community outreach/feedback.

Twitter School Project November 2019
- Utilized Twitter Dev API, created 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).
- Used geo-location to find all tweets containing a certain word in a user-specified area.

Beall and Butterworth Competition April 2019 - Present
- Worked with other students to create new technologies and solutions to current design problems along with the potential of commercialization.
- Sole Programming Lead with focus on reading and analyzing data from biosensors.

ORGANIZATIONS

VR UCI Programming Officer Sept. 2019 — Present
- Coordinated club projects, lead VR game-design meetings, taught how to use/create VR dev tools.
- **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 AND NOTABLE CLASSES

- Java, Javascript, C#, Unity, Python, Node.js, Sketch, Amazon S3, Blender, HTML/CSS, C++, Matlab, REST
- Android Studio, Firebase, Websockets, AWS,
- Stanford's Coursera Online Machine Learning, Programming in C/C++, Honors Humanities Core