# Jehan Kobe Chang

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## SKILLS

Python • Java • Javascript • C++ • Kotlin • C • HTML/CSS • C# • Android • AWS • GCP • Node.js • Typescript • Sketch • Unity • Agile • Socket.IO • Distributed Systems • Machine Learning • NumPy • Jupyter • REST • Docker • Firebase • Virtual Reality

## EXPERIENCE

**UC Irvine ICS 53 Course Staff** — Irvine, CA
*System Design Tutor* — *September 2020 - Present*

- Fortified students' knowledge of **System Design** (**C**, **Socket Programming**, **thread-safe Process Management**, **Multithreading)** while helping them develop strong research, debugging, and learning strategies.
- Assisted in remote management and teaching of the increased flow of students during Open Lab and Office Hours.

**Samsung STAR Labs (aka. NEON)** — Campbell, CA
*Software Engineering Intern* — *June - September 2020*

- Built the mobile application (NEON View™) using **Android Studio**, **Kotlin**, **Distributed Systems**, **AWS** and **GCP**.
- Developed functions on **AWS Lambda** using **Node.js** to create chatbot functionality and make external API calls.
- Created an API in **Typescript** that integrates a mobile webview interface to NEON's rendering pipelines.
- Implemented facial analysis, 100+ languages/voices, **caching and optimization**, back-end and database support, in-app updates, and unit-testing.
- Worked extensively with the CEO and the Korea Design Team in an **Agile** development process with biweekly sprints.

**Essential** — Palo Alto, CA
*Mobile Applications Intern* — *June - September 2019*

- Designed and implemented core features of a company-wide project "Voice-Mode" through building a Walkie Talkie **Android** application.
- Launched three scalable projects in the span of three months using **full-stack systems** with **Android**, **Unity** front-end, **AWS/Node.js** backend, **Firebase** database/persistence.
- Integrated a Smart Reply machine learning service based on a selected personality using **Tensorflow** and **Python**.

**Amplify.ai** — Palo Alto, CA
*Software Engineering Intern* — *June 2017 - September 2018*

- Advanced Amplify's Natural Language Processing (NLP) system to automate the process of ingesting training data for Amplify's AI systems, from **web scraping** customer's websites, RSS feeds, FAQs and call center scripts.
- Incorporated **REST** and **AWS** to make chatbots capable of providing daily news and performance updates.
- Increased workflow efficiency for designers by developing a **Sketch** plugin that transforms designs into ready-to-use **Facebook Chatbots**. Decreased bot deployment time by over 30%.

## SELECTED PROJECTS

**Guitar VR** | kokobe.github.io/guitar

- Utilized the **Oculus Quest's hand tracking** to create a **Unity VR** app that enables users to easily play a virtual guitar.
- Dynamically produces any note from one sample note and can play thousands of songs.

**Predicting Rainfall with Machine Learning** | School Project

- Led a team of three and oversaw the design and implementation of an ensemble of **machine learning models** (decision tree forest, feed-forward neural networks, KNN, regression, etc.).
- Achieved an accuracy of 89.27% through bagging and boosting, dropout regularization, and cross validation.

**Glorious Noon** | Steam

- Developed and published on **Steam** a VR game named "Glorious Noon" using **Unity**.
- It is **cross-platform (HTC Vive, Oculus Touch)** with **over 20k downloads** and an overall **Positive** review.
- Designed all 3D models using **Blender**; oversaw advertising, community outreach, beta-testing feedback on Steam.

## EDUCATION

**University of California, Irvine** — Irvine, CA
*Bachelor's of Science in Computer Science* — *September 2018 - June 2022*

- Campuswide Honors Collegium (2.5% of 2022 class) , Dean's Honors List, VR UCI Programming Officer
- Cumulative GPA: 3.93, Major GPA: 3.96

Relevant Coursework: Algorithms, Data Structures, Machine Learning and Data Mining, Applications of Probability in CS, Computational Linear Algebra, Operating Systems, System Design