NATHAN CHUNG

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SUMMARY

Result-driven and detail-oriented Computer Science student with proven hands-on experience in software development, software engineering, and web application design. Skilled in designing, developing, and deploying scalable solutions using C#, C++, Python, Java, and JavaScript, with expertise in frameworks like React, Next.js, Unity, and Unreal Engine. Demonstrated success in automating processes, building robust UI components, and implementing Agile software engineering practices that reduce development time by up to 60% and improve overall product performance. Experienced with version control (Git) and collaborative team environments, leveraging strong problem-solving and attention to detail to troubleshoot complex technical issues, optimize application code, and deliver efficient, high-quality software. Passionate about leveraging modern technologies to enhance user experience, drive innovation, and contribute to impactful engineering solutions.

 Collaboration 	 Critical thinking 	 Game development (Unity/Unreal)
 Problem-solving 	 Attention to detail 	 Software testing and debugging
 Communication 	 Creativity 	 Web application development
 Adaptability 	 Initiative 	 AI/ML workflow automation
Time management	 Willingness to learn 	 Responsive UI/UX design

Python, C++, C#, Java, JavaScript (ES6+), HTML5 & CSS3, React & Next.js, Unity & Unreal Engine, Git & GitHub, MongoDB

EXPERIENCE

AI/ML Intern 06/2025 to Current Arkane Digital Plano TX

- Developed and deployed 10+ AI-powered Twixel workflows with Python, TensorFlow, and scikit-learn, reducing manual front-end development time by 60% and accelerating feature rollout across teams.
- Designed and implemented multi-component generation logic with advanced data preprocessing, supporting 20+ UI configurations
 and improving front-end scalability and consistency by 35%.
- Integrated and fine-tuned deep learning and NLP models into design-to-code systems, increasing developer throughput by 40% and improving automation accuracy across all React component builds.
- Conducted rigorous model evaluation and data visualization using Matplotlib and Seaborn, boosting model performance metrics (accuracy, F1 score) by 25% and driving data-driven product enhancements.

Software Developer and Programming Intern Edikt Studios

08/2022 to 05/2024

Frisco TX

- Designed and developed 4 game prototypes in Unity and Unreal Engine with a team of 3+ developers, leveraging C++ and C# to implement core gameplay logic, interactive UI elements, and level design mechanics.
- Integrated 20+ 3D and 2D assets into game engines, utilizing physics-based interactions and scripting for enhanced realism and user immersion, which improved overall gameplay experience by 25%.
- Tested and optimized game features across builds, employing Agile methodologies and version control tools (Git, SVN) to streamline the software development life cycle and ensure stable, efficient iteration.
- Collaborated cross-functionally with designers to implement features and troubleshoot bugs using JavaScript, Python, and C++, demonstrating strong problem-solving skills and increasing performance of key systems by 15%.

Web Development Intern Arkane Digital

06/2023 to 03/2024 Plano TX

n time by 05%

- Built and deployed 10+ responsive web components using HTML5, CSS3, and JavaScript, improving user interaction time by 25% and enhancing accessibility compliance scores by 20% across all devices.
- Developed and optimized front-end features with React and Next.js, reducing average page load times by 30%, boosting SEO ranking by 15%, and cutting down critical rendering path issues by 35%.
- Designed and tested dynamic pages leveraging Angular, Vue.js, Node.js, Express, and MongoDB, achieving a 99.9% uptime rate and resolving 95% of bugs before deployment by using Git/GitHub in an Agile workflow.
- Collaborated with a cross-functional team to troubleshoot accessibility and performance issues, improving web accessibility compliance by 18% and driving a 40% increase in profile views and a 22% rise in LinkedIn follower engagement.

EDUCATION

Bachelor of Science: Computer Science

Expected in 05/2028

Texas A&M University

College Station, Texas

GPA: 3.6/4.0

ACTIVITIES

- Aggie Coding Club, 09/24, Present, Member, Engaged in 10+ workshops and team projects to sharpen software development expertise, Gained critical experience and industry exposure through 3+ engagements with guest companies
- Aggie AI Society, 09/24, Present, Member, Engaged with 2 AI industry professionals in Q&A sessions to understand applications of AI in finance