

Josh Chou

Seeking Internships in Software Engineering

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EDUCATION

- University of Washington, Paul G. Allen School and Lavin Program** Seattle, WA
 - B.S. in Computer Science, Minor in Entrepreneurship; GPA: 3.85* Grad Year: 2025
 - Courses: DSA, Web Development, Hardware Interface, Discrete Probability, Linear Algebra, Calculus, Machine Learning, AI*

SKILLS SUMMARY

- Languages:** Java, C, Python, Swift, HTML/CSS, JavaScript/NodeJS, SQL
- Frameworks:** SwiftUI, ExpressJS, TensorFlow, PyTorch, Scikit-learn
- Tools:** VS Code, Jupyter Notebook, XCode, IntelliJ, Figma, Git, Adobe Suite
- Soft Skills:** Leadership, Collaboration, Teaching

WORK EXPERIENCE

- GoalShare** Seattle, WA
 - Software Developer, Co-Founder* Sep 2022 - Apr 2023
 - Designed a responsive UI in Figma to optimize user experience and engagement
 - Used Firebase for secure data storage, user authentication, and user analytics
 - Utilized Git for efficient code management and stashing changes during development
 - Swift/SwiftUI, Firebase, Git/GitHub, Figma
- Blaze Robotics Academy** Seattle, WA
 - Consultant* May 2020 - Sep 2020
 - Used my expertise as a former VEX State Champion and Worlds Qualifier to create an online curriculum during COVID-19
 - Instructed and guided over 100 students using my newly developed curriculum
- Young Whiz** Seattle, WA
 - Robotics Instructor* Jan 2020 - Jul 2020
 - Guided students in assembly and programming to illustrate the functions of new pieces and commands
 - Managed a classroom of approximately 12 students, utilizing effective teaching techniques to facilitate their academic growth and personal development

PROJECTS

- Codenames AI Clue Analyzer (Machine Learning Application)** Dec 2023
 - Developed an AI-based tool to analyze and score potential clues in the game Codenames using advanced semantic analysis
 - Integrated a machine learning model from Hugging Face, trained on semantic relationships
 - Devised and tested an accurate scoring algorithm to determine the strength of clues for either the red or blue team
 - Technologies used: Python, Hugging Face API, TensorFlow, NLP**
- Polling Platform (Web App)** Nov 2023
 - Developed a full-stack web application for creating and participating in polls
 - Implemented client-side functionality for viewing, creating, and voting in polls with dynamic UI updates
 - Engineered server-side logic to handle poll creation, voting, and result computation without crashing on invalid user inputs
 - Integrated error handling and validation to ensure robust user interactions and prevent submission of invalid data
 - Technologies used: HTML, CSS, JavaScript, Node.js, Express, React**
- Pokemon Battle Simulator (Web App)** Aug 2023
 - Created a web-based Pokemon battle simulator application using JavaScript and the Poke API, enabling users to engage in virtual Pokemon battles and unlock new Pokemon
 - Developed the back-end logic and functionality for the game, including handling player actions, turn-based battle mechanics, and game state updates
 - Integrated various game elements, such as health bars, move selection, and battle outcomes, enhancing user engagement
 - Technologies used: HTML, CSS, JavaScript, React**

HONORS AND AWARDS

- DubHacks Hackathon Winner (Project: "WakeBox")** Mar 2023
 - Won first prize (\$500) at the largest hackathon in the PNW awarded by T-Mobile
 - Engineered a multifunctional alarm clock using T-Mobile's IoT kit, integrating physical and mental tasks for deactivation
 - Incorporated Twilio's API for automated SMS challenges
- VEX Robotics State Champion/Worlds Qualifier** Jan 2018