

SYON CHAU

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EDUCATION

California State University, Fullerton

Bachelor of Science, Computer Science, Overall GPA: 3.9

Expected: May 2027

TECHNICAL SKILLS

- Languages: C++, Python, Java
- Coursework: Object Oriented Programming, Data Structures, File Structures and Databases

INTERN EXPERIENCE

Divine Software Systems LLC Union City, CA

June 2024 - Present

- **Directed** a team of four engineers to develop web applications and mobile solutions, designing graphic elements that **enhanced user experience** and boosted engagement
- **Generated leads**, increasing the client base by **15%** through targeted outreach strategies, contributing to a **10% growth** in sales
- **Built** strong client relationships by delivering tailored solutions, increasing satisfaction by **20%** and driving **repeat business**

PROJECTS

Hand-Held Gaming Console | Pygame Python

September 2023 - December 2023

- **Coordinated** a multidisciplinary team of engineers and computer science students to design and build a **custom hand-held gaming console**, integrating **hardware and software** components
- **Created** a Space Invaders game with Pygame, optimizing gameplay and graphics for **smooth performance** on custom hardware, enhancing user experience for **10+ players**
- **Oversaw** game development, including coding and testing, ensuring console compatibility and contributing to a **functional platform for 10+ players**

Nawanai | Unity Game Development C#

January 2023 - May 2023

- **Engineered** interactive game objects in C# and Unity, developing **dynamic avatars** and adversaries with overlay images to enhance immersion for **5+ players**
- **Integrated** attack mechanics and animations, ensuring fluid movements and responsive gameplay for a seamless user experience for **5+ players**
- **Participated** in gameplay testing and iteration, gathering feedback from **10+ players** to refine mechanics and enhance overall game balance and engagement

Pong Simulation | Desktop Application Java

August 2022 - October 2022

- **Constructed** a desktop simulation of Pong using the PApplet API and Java, replicating paddle mechanics and ball dynamics for an authentic experience for **5+ players**
- Implemented **precise physics-based motion** for ball movement and collision detection, ensuring smooth gameplay and accurate interactions between game elements
- Conducted **10+ playtesting sessions** to gather user feedback, using insights to refine **game mechanics** and enhance overall **player enjoyment** and satisfaction

WORK EXPERIENCE

Supplemental Instructor (SI) - Computer Science, CSUF

August 2024 - Present

- Led **15+ interactive study sessions** for Computer Science courses, improving **student comprehension** and **retention** by simplifying complex programming concepts and algorithms
- Developed **hands-on activities** and **collaborative learning experiences** to engage students, resulting in an average increase of **15%** in exam scores among attendees

Association for Computing Machinery (ACM) | Dev Board Member

August 2024 - Present

- **Collaborated** with club leadership to align development with chapter goals, ensuring projects supported member needs and growth in coding and UX/UI for **50+ members**
- Organized **5+ technical workshops** on modern frameworks and tools, empowering students to enhance their **development skills** and contribute to **club projects**

Association for Computing Machinery (ACM) | Hackathon Organization Team

August 2023 - Present

- Ensured the **seamless execution** of a **hackathon** event by coordinating logistics and troubleshooting issues, resulting in an engaging and smooth experience for **over 100 participants**
- Fostered a comfortable and supportive environment for **30+ participants** by collaborating with a diverse team, enhancing **attendee satisfaction** and overall **event success**