

# SYON CHAU

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## EDUCATION

### California State University, Fullerton

B.S. Computer Science | Overall GPA: 3.8

Expected: May 2027

- Relevant Coursework: Object Oriented Programming, Data Structures, File Structures and Databases, Python Programming Fundamentals, Compilers, Front-End, Software

## WORK AND VOLUNTEER EXPERIENCE

### Divine Software Systems LLC

Fremont, CA

Software Developer Intern

Jun 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.

Web Developer

- Developed **PathLink**, a logistics platform with over **100 users**, utilizing **React.js** for dynamic functionality and **Tailwind CSS** for a responsive, user-friendly design
- Implemented key features like **interactive UI components** and third-party integrations, improving user engagement and operational efficiency
- Optimized performance by enhancing component reusability and reducing load times by **25%**, resulting in better user retention and SEO rankings.

### California State University, Fullerton

Fullerton, CA

Computer Science Supplemental Instructor

Aug 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.

### Theta Tau(ΘΤ) - Phi Epsilon Chapter (ΦΕ)

Fullerton, CA

Corresponding Secretary

Dec 2024 - Present

- Managed official chapter communications with national leadership, alumni, and active members, ensuring timely updates and engagement.
- Organized and maintained fraternity records while assisting in event planning and outreach efforts, leading to increased member participation and alumni involvement.

### Association for Computing Machinery (ACM)

Fullerton, CA

Development Board Member

Aug 2024 - Dec 2024

- Led development initiatives and organized 5+ technical workshops, enhancing UI/UX skills for 50+ members

## PROJECTS

### Hand-Held Gaming Console | Pygame (Python)

Sep 2023 - Dec 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#)

Jan 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.

## SKILLS

- Languages:** C++, Python, Java, HTML, CSS
- Frameworks/Libraries:** React, TailwindCSS