

# Jonathan Chhou

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<https://github.com/Trickr4>



**Objective:** Software developer seeking to expand my coding and data analytical skills. Looking to develop software that integrates technology with society's daily activities.

## Education

University of California, Irvine *Expected June 2021*  
Bachelor of Science, Information and Computer Science  
- Informatics

## Related Projects

### Local Corpus Search Engine *April 2019*

- Developed a local machine search engine that takes in word queries to search and rank a local corpus of documents with TF-IDF and Vector Space Model

### Stacked Deck *November 2019*

- Software developed in Unity(C#) for the Riot Games's *Legends of Runeterra* Developer Challenge 2019 that randomizes cards into a stack of 40 under the constraints of the game rules and storing the data in MongoDB

### One Thread *December 2019*

- Reddit-like social android application developed in Android Studio(Java) that stores data through Google Firebase
- Users' posts and updates are retrieved from the Firebase realtime database to display in the app

### Game Jams/Events *Sep. 2019-Jan. 2020*

- Monthly and annual 10-48 hours of jam to Brainstorm, assign roles, and develop and design a game
- Mainly been in charge of AI and procedurally generated objects in games

## Related Coursework

ICS 46: Data Structure Implementation & Analysis  
INF 151: Project Management  
INF 121: Software Design  
CS 121: Information Retrieval

## Portfolio

- Game Development  
<https://nettsuka.itch.io>

## Skills

### Avid:

- Java, C++, C#, Python
- Unity, Git, MySQL

### Proficient:

- Java Script, JSONL
- Android Studio, Google Firebase, Eclipse IDE, Axure RP9

### Entry:

- HTML, CSS, XML

## Activities

### *Video Game Development Club (VGDC)*

- Interacted with Software and Game developer during sponsor networking events and jams.
- Design and develop games during event and annual basis.