Jonathan Chhou

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

Education

University of California, Irvine   Class of *2021*
B.S. Information and Computer Science - Informatics

Work Experience

Avatar Partners   *Sep. 2020-Mar. 2021*
Software Engineer Intern
- Worked on developing an android Augmented Reality application for car maintenance. Agile workflow was used to document and develop this new project. My primary role was creating image tracking and recognition solutions like point cloud in Unity.

Personal Projects

Local Corpus Search Engine   *April 2019*
- Developed(Python) a local machine search engine that takes in word queries to search and web crawls while ranking the web 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

Graphic Modeling Program   *September 2021*
- A vector modeling program developed in C++ that creates quad shapes on a 3d grid using OpenGL libraries such as GLEW and GLFW
- Still work in progress adding tool features and camera controls

Skills

Avid:
- Java, C++, C#, Python

- Unity, Git, MySQL

Proficient:
- Java Script, HTML, CSS

- Android Studio, Google Firebase, Eclipse IDE, Axure RP9, OpenGL

Activities

Video Game Development Club (VGDC)

- Interacted with Software and Game developers during sponsor networking events and jams.

- Design and develop games during event and annual basis.