Justin J. Chou

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Education

California Baptist University, Riverside
M.S. Software Engineering (Mobile Systems)   May 2018
University of California, Riverside
B.S. Business Administration (Operations & Supply Chain Management)   June 2013

Programming Languages: JavaScript (React, Node.js), CSS, HTML/XML, Java, C#, C++, SQL
Skills: Full-stack web development, Amazon Web Service, MVC, DOM, quality assurance, unit testing, debugging, agile methodology, database systems, project roadmap, requirements gathering
Tools: GitHub, Trello, Unity 3D, SolidWorks Associate Certification, Sage MAS, Visio, Squarespace

Work Experience

University of California, Irvine | Irvine, California   Oct 2018 – Oct 2019
Programmer Analyst 2
- Boosted productivity and workflow processes of Special Collections & Archives by eliminating operational issues.
- Defined the strategic direction and specifications. Provided application training.
- Proposed products and solutions that met customer needs.
- Programmed website application in React Framework, Node, JavaScript, HTML/CSS

The First Choice **|** Pingtung, Taiwan   Feb 2014 - July 2014
Language Instructor
- Led classrooms of up to 20 students in learning activities, oral communication skills, and structured presentations.
- Coaching and mentoring students to pursue English verbal and written communication.

Popchips | Long Beach, CA   Sep 2013 - Jan 2014
Inventory Control Specialist
- Monitored inventory transactions and reconcile inventory variances to assist with budget development.
- Aggregated and analyzed data using Excel and database querying best practices techniques.
- Generated sales invoices, data entry, credit memos with Master Accounting Series.

Projects

Paintball Merchant Storefront (Summer 2020)
- Learned and utilized the Square Space for simplicity and quick prototyping.
- Developed a merchant website for a boutique buy/sell/trade and services.
- Helped guide vision and purpose of the online store.

Muse Thesis (Spring 2018)
- Engineered, developed and proposed a children's educational app using the Unity game engine and environment.
- Prototyped and implemented a custom UI/UX for target audience based on software design reviews.
- Provided documentation and presentation for fulfillment of master's degree requirements.
- Developed with C# in Visual Studio scripts for soundboard, color changing, mode selection.

Databases Systems Integration (Spring 2018)
- Programmeda full-fledged database based on specification sheet and implemented in SQL Server.
- Utilized organizational procedures and customer requirements. Functional and technical system analysis conducted.
- Made EER and IFD charts to show 'customer' proof of concept and visualize data flow.

Miscellaneous Activities and Honors
- Boy Scouts of America Eagle Scout
- 2016 Code for the Kingdom Hackathon Winner (CBU)
- Hobbies: Paintballing, PC building and gaming, cooking, music curation