Jekko Syquia

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EDUCATION

The George Washington University   Washington, DC
Bachelor of Science in Computer Science   Expected May 2021

RELEVANT COURSES

Currently Enrolled: Augmented & Virtual Reality, Network Security, Computer Game Design & Programming
Courses Taken: Android Development / Handheld Devices, Computer Graphics, Systems Programming,
Operating Systems, Algorithms, Typography, Databases

TECHNICAL SKILLS

Languages:	Android/Kotlin, Java, Javascript, C/C++, C#, Bash, Python, XML, HTML/CSS, SQL/NoSQL(JSON)
Tools:	Node.js, REST API, WebGL, MLKit, Git/Github, React.js, AWS, Atlas (MongoDB), Three.js
Software:	Unity(VR) (C#), Blender, Gamemaker/Godot Engine, Adobe Creative Cloud (PS, AI, AE)
OS:	Windows, UNIX/LINUX
Database:	Firebase(Cloud-based NoSQL), MongoDB(NoSQL), MySQL

WORK EXPERIENCE

Laboratory Technican   Washington, DC
The George Washington University: School of Engineering & Applied Sciences   November 2018 - Present

- Worked as a programmer and performed weekly testing and development on varying projects in scope, the main focus being full-stack development on a web portal for judges in competitions such as the research showcases. Designed and developed 3D models for the Mozilla Hubs research showcase.

- Daily tasks such as resolving account and software issues, maintaining and organizing classrooms and labs, managing laptop deployments, and setting up audio and visual aspects of classrooms.

- Designed and performed yearly Arduino and Raspberry Pi workshops written in C++.

- Aided professors and students with technical issues surrounding software installation, 3D printing requests, and DHCP and AWS registration.

PROJECTS

Into the Dungeon VR *Unity(C#), Blender*   https://github.com/jekkogray/IntoTheDungeonVR.git
Designed and simulated a dungeon crawler game in VR using Unity. Developed scripts in C# to determine the behavior of the enemy AIs, Game logic, and user VR Locomotion using the XR Interaction Toolkit package. Designed and modelled all the .FBX 3D models found in the game with Blender.

SpotThat *Kotlin/Java, Gradle, Spotify REST API / OAuth(JSON), Firebase(NoSQL), Google Maps SDK*
https://github.com/jekkogray/SpotThat
Designed and developed an Android application written in Kotlin to aggregate, pin and play playlist by different users in the application around the world. Managed and designed the NoSQL database to enable efficient networking calls on the FireBase Real Time Database. Registered and stored user information playlist with OAuthentication in the Spotify API.

Android News *Kotlin/Java, NewsAPI(JSON), Google Maps SDK, FireBase(NoSQL)*
https://github.com/jekkogray/Android-News
Designed and developed an Android application written in Kotlin with Android SDK to aggregate news from multiple sources. Performed network calls to the NewsAPI to view local news in different areas on the Google Maps SDK. Performed REST API asynchronous networking calls with the FireBase Real Time Database to fetch and store user login information and aggregated news in JSON data.

Research and Development Showcase Judging Web Application *Node.js, React.js, MongoDB, Express*
Worked as a project co-manager with a team of programmers tasked with developing an automated version of the judging system for the yearly showcase in GWU. Helped innovate the first automated judging system using Node.js with React.js for the client and MongoDB with express for the server side. Performed weekly testing and optimizations for the judging portal application to ensure reliability.

AWARDS

Adobe Creative Jam 2018 Winner - Graphic Design	Adobe **2018**
Presidential Academic Art Scholarship Awardee	The George Washington University **2017**
Class Salutatorian	St. Charles High School **2017**