

Jekko Syquia

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<https://jekkogray.github.io/jekkogray.io/>

EDUCATION

Bachelor of Science in Computer Science
The George Washington University

May 2021
Washington, DC

RELEVANT COURSES

Courses Taken: Augmented & Virtual Reality, Network Security, Computer Game Design & Programming, 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, Adobe Creative Cloud (PS, AI, AE)
OS: Windows, UNIX/LINUX
Database: Firebase(Cloud-based NoSQL), MongoDB(NoSQL), MySQL

WORK EXPERIENCE

Laboratory Technician

The George Washington University: School of Engineering & Applied Sciences

Washington, DC
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

PhotoComposer *Kotlin/Java, Gradle, TensorFlow, Android SDK, Firebase(NoSQL), PixabayAPI, OpenCV*

<https://github.com/jekkogray/Photo-Composer>

PhotoComposer is an Android smart-camera app that teaches users how to take better photos. While there are many photography applications on the market, they are broadly geared toward making better photos with editing and filters. PhotoComposer enables users to actually capture better images with machine learning and computer vision, minimizing postprocessing.

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.

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

The Gary and Judy Bard Entrepreneurial Engineering Endowment Award

GWU 2021

Adobe Creative Jam 2018 Winner - Graphic Design

Adobe 2018

Presidential Academic Art Scholarship Awardee

The George Washington University 2017-2021

Class Salutatorian

St. Charles High School 2017