John Chau Software Engineer

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SKILLS

React, Redux, Ruby, Rails, Javascript, HTML, CSS, SQL, AJAX, Jquery, JSON

PROJECTS

IMDB Clone   (Rails, ReactJS)   mi-imdb.herokuapp.com| https://github.com/jwchau/fullstackproject

Clone of the Internet Movie Database website aka imdb.com

- React / Redux frontend
- Rails / Postgresql / Amazon Web Services Simple Cloud Storage backend
- Features include user creation, login, movie search, lookup, reviews, and ratings

MERN Stack Project   (MongoDB, ReactJS)   watchuwant.herokuapp.com |
https://github.com/jwchau/WatchuWant

Web app that Integrates Yelp API to query and return a restaurant based on user preferences.

- React / Redux frontend
- MongoDB, Express, backend
- Yelp API, Google Maps API integration
- Features include user creation, preference form to yelp api call, show restaurant information with google maps api

Say Again?   (C#)   https://teambabblefish.itch.io/say-again |
https://github.com/jwchau/SayAgain

Social Interaction Game

- Custom game engine written in C#
- Features branching storyline based on user choice.

Music Visualizer   (p5.js, JavaScript)   jwchau.github.io/DanceMusicDance|
https://github.com/jwchau/DanceMusicDance

Analyzes Music and generates shapes based on volume, waveform, or Fast Fourier transform.

- Uses the p5.js library to analyze sound and draw shapes
- Custom math equations to interpret the sounds at specific points in time

EXPERIENCE

Programmer Analyst

Sanmina Corp   Dec 2017 - Aug 2019

- Design and implement scripts to build test coupons for printed circuit boards.
- Test scripts and update databases to accommodate new customer data/technology.
- Design GUIs (Perl, C++) for front-end to tool the printed circuit boards in computer aided manufacturing programs; increasing productivity of front-end engineering so that more jobs are released, built, and sent to customers.

Programmer

Razor Edge Games   Oct 2016 - Dec 2016

- Dialogue and story implementation: used rule based resolver (Javascript) to generate lines -> json file -> parse json (Python) -> game object
- Design AI for constraint solving enemy generation, action sequence, quest progression, behavior/choice selection.
- Tested using Microsoft Unit Testing Framework for C++

EDUCATION

BS Game Design - *University of California, Santa Cruz | 2013 - 2017*
Web Development - *App Academy | Spring 2020*