

John Chau Software Engineer

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<https://github.com/jwchau>

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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 like InCAM and Genesis; 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

