

Pyrakroth Jordan Pho

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Education

University of Houston, College of Natural Science

Expected Graduation: May 2026

Bachelor of Science in Computer Science - Minor in Business Administration

GPA: 3.6

Relevant Coursework: Data Structures, Introduction to Game Development, Discrete Mathematics, Linear Algebra, Computer Architecture, Computer Graphics, Algorithms and Data Structures, Statistics in the Sciences, Operating Systems, Fundamentals of Artificial Intelligence, Database Systems, Software Design

Certifications: Introduction to Cluster Computing (UH HP), Scientific Computing with Python (Freecodecamp)

Experience

University of Houston - Student Center Services

Sept 2023 - Present

Audio-Visual Student Technician

Houston, TX

- **Ensured** the proper functioning of audio and visual equipment, including projectors, microphones, sound systems, and other AV gear.
- **Collaborated** with event organizers to comprehend their technical requirements, resulting in a **25%** improvement in **task execution speed**.

Projects

2-D Top Down Survival | C#, Shader Lab, GitHub/Git, Unity

- **Led** a multidisciplinary team, **organizing** and **directing** project activities, including task assignment, meeting facilitation, and overall project coordination.
- Implemented a complex architectural design using a **linked list** to manage and integrate a **skill tree**, enabling **efficient skill progression** and **management**
- **Refactored** code to help create bosses and mobs, resulting in a game that was **presented, reviewed** and **tested** by **40+** game developers across **Houston**.

DLE Guessing Game | Sveltekit, TailwindCSS, Github/Git, Supabase, Typescript, PostgreSQL, HTML/CSS, Vercel

- Developed an interactive daily guessing game that randomly selects a character from a comprehensive **database** utilizing a **cron job**, enhancing user engagement with dynamic content.
- Leveraged **Supabase** for robust backend services, including **database management** and user authentication.

To Do List | React.js, MongoDB, Github/Git, Javascript, Node.js, HTML/CSS, Express

- Developed a full-stack To Do List application using **React.js**, **Node.js**, and **MongoDB**, integrating client-server communication for managing user tasks.
- Built a server-side **API** using **Node.js** and **Express** to handle **CRUD** operations and interact with **MongoDB** for persistent storage.

2-D Role-Playing Game | C#, Unity

- Created a game that features **collision**, **inheritance**, **orthographic positions**, **30+ animations**, and **knockback**.
- Implemented a diverse **2-D** map with multiple levels, each showcasing unique mechanics and challenges.

2-D Platform Fighting Game | C#, Unity

- Used advanced **collision detection**, **inheritance**, **prefabs**, **knockback**, **physics** and **orthographic** code.
- Utilized different colliders and contains **150+** sprites, with **40+** animations and **20+** prefabs.

Speech to Text | Python

- Developed a Python application that converts spoken language into written text using the SpeechRecognition and pyttsx3 libraries.

Organizations

Code Coogs

Jan 2024 - Present

Team Tenacity

- Collaborated with a team of **6** to develop a project management website designed to streamline **task organization**, **track tasks** effortlessly, and facilitate **seamless team communication**.
- Responsible for creating a **timeline** feature using **Typescript** and **Svelte**, enabling users to view tasks in a calendar-style **timeline**.

Specialized Skills

Programming: C, C++, C#, Java, R, CSS, HTML, Python, Javascript, Typescript, Bash, PostgreSQL

Software/Tools: Unity, Repl.it, Github/Git, Eclipse, Vercel, Getform.io, TailwindCSS

Frameworks and Libraries: Svelte, Supabase, Feathericons, MongoDB, Node.js, React.js, Vite