Pyrakroth Jordan Pho

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Education

University of Houston, College of Natural Science, Houston, TX   **Aug 2022 - May 2026**
Dean's Distinguished Scholars List (Fall 2022)   GPA: 3.583
Dean's List: (Spring 2023, Fall 2023)
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 System
Certifications: Introduction to Cluster Computing (UH HP),

Experience

Server/Food Prep   **Jun 2021 – Aug 2021**
Viet Cajun   **Galveston, TX**
- **Engaged** with customers to understand and meet their needs, **enhancing** customer satisfaction.
- **Collaborated** with team members to **efficiently** complete tasks and maintain smooth operations.

Audio-Visual Student Technician   **Sept 2023 - Present**
University of Houston - Student Center Services   **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 Role-Playing Game | *C#, Unity*
- Created a game that features **collision**, **inheritance**, **orthographic positions**, **100+ animations**, and **knockback**.
- Features a 2-D map with various **multiple** levels.

2-D Platform Fighting Game | *C#, Unity*
- Uses **collision**, **inheritance**, instantiations of prefabs, knockback, and camera orthographic code.
- Utilizes different colliders and contains over **150** sprites, with more than **40** animations and **20** prefabs.

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 sophisticated **architectural design**, featuring advanced components such as a **linked list** with a skill tree integration.
- Developed and created different mobs, bosses

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**, 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, HTMLl/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.

Personal Website | *React.js Github/Git, Javascript, HTMLl/CSS, Vercel*
- Developed and designed a dynamic personal portfolio using **React.js** to showcase technical skills, projects, and professional achievements.
- Implemented **Getform.io** for efficient form handling and submission, **enhancing** user engagement and **data collection**.

Organizations

Code Coogs: Jan 2024 - Current

SPECIALIZED SKILLS

Programming: C/C++, C#, Java, R, CSS/HTML, Python, Javascript, Typescript, Bash, PostgreSQL
Software: Unity, Visual Studios, VS Code, Repl.it, Github/Git, Eclipse, Vercel
Frameworks and Libraries: Svelte, TailwindCSS, Supabase, Feathericons