# Pyrakroth Jordan Pho

pyrakroth@gmail.com | https://www.linkedin.com/in/pyrakroth-pho-ba2474259/ | https://github.com/pykroth | jordanpho.vercel.app

## 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), Scientific Computing with Python (Freecodecamp)

## 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, HTML/CSS, Vercel, Vite, TailwindCSS*

- 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/Tools:** Unity*,* Visual Studios, VS Code, Repl.it, Github/Git, Eclipse, Vercel, Getform.io, TailwindCSS

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