

Xavier Cho

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PROFESSIONAL SKILLS

- Object Oriented Programming (OOP)
- C++
- OpenGL, DirectX, Unreal Engine 4, Unity
- Gameplay / Graphics Development
- Java / Android Development
- 3D math

Coding languages: Kotlin, C#, SQLite, JavaScript, HTML/CSS, MIPS assembly

Developer Toolkit: Agile, Visual Studio, TortoiseSVN, Pivotal Tracker, Git, GitHub, Firebase, Atom, Notepad++

EDUCATION

- **Bachelor's in Computer Science.** University of Alaska Anchorage (Anchorage, AK).
- Specialized in Computer Systems Engineering
- Graduated May 2018.

WORK EXPERIENCE

General Communication Inc. – **Security Analyst**

January 2018 – Present

• Security Operations:

- Maintained a server that prevents GCI from paying about \$120,000 a year in audit penalties and fines.
- Improved network visibility by 120% by ingesting logs into GCI's security information and event management (SEIM) tool.

• **Phishing Assessments:** Performed monthly tests internally that prevented costs of \$426,623 from events such as the cyberattack on Matsu and Valdez.

General Communication Inc. – **Analyst Intern**

June 2016 – December 2017

- Automated a point of sale report in Tableau that saved the company \$150,000 in man hours.
- Created HR's new Internal Training website through SharePoint's CMS using HTML and JavaScript.

RELEVANT PROJECTS

Brownian Motion (OpenGL & C++):

- Built a collision detection system using geometry.
- Implemented user control using keyboard and mouse

Skybox (OpenGL & C++):

- Improved rendering by using geometry instancing which reduced draw call overhead on the CPU.
- Computed scene management with an interactive camera toggling aerial and first-person views.
- Designed directional and ambient light manipulating GLSL to enhance a smooth look to the models.

Class Scheduler Website (C#):

- Worked in an Agile environment and reduced worktime by 1/4 resulting in project completion.
- Programmed a web application the Engineering College uses to schedule classes.
- Improved UI and eliminated application crashes.

Unity Portal Door (C# & AR Core):

- Programmed a portal with AR Core enhancing environmental understanding, motion tracking, and lighting for the camera.
- Created photorealistic rendering of virtual objects in daylight.
- Designed and tested a fully functioning mobile application using Unity.

Unity Rail Shooter Game (C#):

- Developed particle effects, collision detection, a scoring system and UI.
- Designed, programmed and tested a multiplatform game level using Unity.
- Created smooth Star Fox like gameplay utilizing Unity's Timeline facility resulting in a cinematic look.
- Built tunable path finding on enemies.