

Xavier Cho

E : cho.xavier.12@gmail.com | T : +1 (907) 947-4948 | [LinkedIn](#) | [Website](#) | [GitHub](#)

EXECUTIVE SUMMARY

A **junior software developer** with 0-1 years of experience in graphics rendering, mobile, and game development. A 2018 Computer Science graduate of University Alaska Anchorage who's passionate about graphics and game engine development.

PROFESSIONAL SKILLS AND INTERESTS

- 3D math
- OpenGL, DirectX, Maya, Unity
- C++
- Game / Graphics Development
- Java / Android Development
- Technical Troubleshooting

EDUCATION

- **Bachelor's in Computer Science.** University of Alaska Anchorage (Anchorage, AK)

PROFESSIONAL SKILLS DEMONSTRATED

General Communication Inc.

January 2018 – Present

An ISP (Internet Service Provider) with 2,000+ with clients/partners like Liberty Mutual, Symantec, and LogRhythm.

Security Analyst

Managing and operating security controls designed to prevent, identify, detect and respond to threats.

- **SCRUM / Agile Methodologies:** As a technical lead in a project working with vendors to help design and test security policies enterprise wide with companies such as Symantec, Datalocker, Kingston and Carbon Black.

- **Security Operations:** Support 1st and 3rd party development teams in risk-based assessments enterprise wide on networks, applications and vendors based upon security policies, best practices and industry standards/regulations; reporting findings and assisting in remediation of vulnerabilities.

RELEVANT PROJECTS

Skybox (OpenGL & C++): Shows mastery of the fundamentals of computer graphics, shaders and graphics pipeline within the scene hierarchy. Techniques used: texture mapping, GLSL manipulation, and instancing.

Unity Rail Shooter (C#): Implemented particle effects, collision detection, scoring system and UI.

Unity Portal Door (C# & AR Core): Implemented using shaders and lighting scenarios in a 3D scene, the goal with this is to build Sponza to test lighting, shading and collision detection with AR Core.

OTHER RELEVANT INFORMATION

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

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