Xavier Cho

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Work Experience

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

Coding languages: Kotlin, C#, SQLite, JavaScript, HTML/CSS, MIPS assembly
Developer Toolkit: Visual Studio, TortoiseSVN, Pivotal Tracker, Git, GitHub, Firebase, Atom, Notepad++

EDUCATION

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

PROFESSIONAL SKILLS DEMONSTRATED

General Communication Inc. **- Security Analyst** January 2018 – Present

• **Incident Response:** Analyze malicious behavior and perform forensic analysis and report upon security violations.

• **Security Program Administration:** Work with agile teams to assess risk of software used in their projects and tasks to be globally or locally allowed on the network based upon security policies and best practices.

• **Security Operations:** Manage and operate security controls designed to prevent, identify, detect and respond to threats.

• **Phishing Assessments:** Perform tests to educate internally on employees' enterprise wide resulting in prevention of events such as the ransomware attack on Matsu and Valdez.

• **Companies worked with:** Symantec, DataLocker, Kingston, Carbon Black, LogRhythm, Keylight.

RELEVANT PROJECTS

Brownian Motion (OpenGL & C++): I documented collision points in an array to implement collision detection which resulted in the Brownian motion stopping its movement at point of collision

Skybox (OpenGL & C++): Demonstrated the fundamentals of computer graphics, shaders and graphics pipeline within the scene hierarchy. This Resulted in using techniques such as texture mapping, instancing and GLSL manipulation for lighting.

Unity Portal Door (C# & AR Core): Demonstrated using shaders and lighting scenarios in a 3D scene, and collision detection with AR Core and its anchor system. Thus, resulting in rapid prototyping, learning new technologies fast and adapting them in mobile.

Unity Rail Shooter Game (C#): Implemented particle effects, collision detection, a scoring system and UI which resulted in creating a potentially shippable game showing prowess in translating the same techniques used in the Skybox project on a game engine.