Jehan Kobe Chang

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SKILLS

Python • Java • C++ • Kotlin • C • C# • Swift • Javascript • HTML/CSS • Android • AWS • GCP • Node.js • iOS • Typescript • Sketch • Unity • Agile • Socket.IO • Machine Learning • NumPy • Jupyter • REST • Docker • Firebase • Virtual Reality • MySQL **EXPERIENCE**

Spotify

Software Engineering Intern (Full Stack / Mobile)

- Developed features for Spotify's global, billion dollar end of year campaign: Spotify Wrapped. (iOS, Android)
- Drove project management of a consumer product feature across the entire product life cycle from conceptualization to production. Integrated back-end and database features across multiple cross-platform codebases.
- Collaborated cross-functionally to evaluate technical/product tradeoffs and optimize user engagement.
- Added to existing MVVM architectures using Swift, UIKit, Xcode, Kotlin, RxJava, Dagger, Android Studio. •

UC Irvine ICS 53 Course Staff

System Design Tutor

- Fortified students' knowledge of System Design (C, Socket Programming, thread-safe Process Management, **Multithreading)** while helping them develop strong research, debugging, and learning strategies.
- Coordinated with a teaching staff of 15 people in the remote management of 200+ students over Zoom.

Samsung STAR Labs (aka. NEON)

Software Engineering Intern (Full Stack / Mobile)

- Engineered and managed a NLP virtual assistant mobile application using Android Studio, Kotlin, Distributed Systems, AWS and GCP.
- Developed functions on AWS Lambda using Node.js to create chatbot functionality and make external API calls.
- Worked extensively with the CEO and the Korea Design Team in an **Agile** development process with biweekly sprints.

Essential

Software Engineering Intern (Full Stack / Mobile)

- Designed core features of a company-wide project "Voice-Mode" through building a Walkie Talkie Android app.
- Launched three scalable projects in the span of three months using full-stack systems with Android, Unity front-end, AWS/Node.js backend, Firebase database/persistence.
- Integrated a Smart Reply machine learning service based on a selected personality using **Tensorflow** and **Python**.

Amplify.ai

Software Engineering Intern

- June 2017 September 2018 Advanced Amplify's Natural Language Processing (NLP) system to automate the process of ingesting training data for Amplify's AI systems, from web scraping customer's websites, RSS feeds, FAQs and call center scripts.
- Increased workflow efficiency for designers by developing a **Sketch** plugin that transforms designs into ready-to-use • Facebook Chatbots. Decreased bot deployment time by over 30%.

SELECTED PROJECTS

Guitar VR | kokobe.github.io/guitar

- Utilized the **Oculus Quest's hand tracking** to create a **Unity VR** app that enables users to easily play a virtual guitar.
- Dynamically produces any note from one sample note and can play thousands of songs.

Predicting Rainfall with Machine Learning | School Project

- Led a team of three and oversaw the design and implementation of an ensemble of machine learning models (decision tree forest, feed-forward neural networks, KNN, regression, etc.).
- Achieved an accuracy of 89.27% through bagging and boosting, dropout regularization, and cross validation.

Glorious Noon | Steam

- Developed and published on **Steam** a VR game named "Glorious Noon" using **Unity**.
- It is cross-platform (HTC Vive, Oculus Touch) with over 70k downloads and an overall Positive review.
- Designed all 3D models using **Blender**; oversaw advertising, community outreach, beta-testing feedback on Steam. **EDUCATION**

University of California, Irvine

Bachelor's of Science in Computer Science

Irvine, CA

September 2018 - June 2022 Cumulative GPA: 3.94, Major GPA: 3.96, Campuswide Honors Collegium (2.5% of 2022 class), Dean's Honors List

New York, NY

June 2021 - September 2021

September 2020 - January 2021

June 2020 - September 2020

June 2019 - September 2019

Irvine, CA

Campbell, CA

Palo Alto, CA

Palo Alto, CA