

# John Chou

jochou02@gmail.com — <https://johnchou.dev> — [linkedin.com/in/jochou02](https://www.linkedin.com/in/jochou02)

## EDUCATION

---

### University of California, San Diego

Expected Dec 2024

Bachelor of Science in Computer Science, Minor in Economics

## EXPERIENCE

---

### Amazon Web Services

Jun. 2024 – Aug. 2024

Software Dev Engineer Intern — C++, Python, Typescript

Portland, OR

- Developed a new AWS Elemental MediaLive feature enabling scheduled RTP input packet captures
- Extended AWS REST API to allow MediaLive users to create and control PCAP actions on their channels
- Refactored internal packet capture tool to support API requests for channel ingest endpoint monitoring
- Integrated AWS KMS into internal S3 writer tool, allowing users to specify custom S3 bucket KMS ARNs
- Implemented memory management improvements to ensure stability and handle critical errors gracefully

### UC San Diego Animal Research

May 2023 – Jun. 2024

Web Developer — JavaScript, HTML/CSS

La Jolla, CA

- Redesigned internal legacy intranet and extranet sites to enhance user experience for research staff
- Improved navigation, achieving a 30% reduction in the average click distance to the top visited pages
- Transitioned static product/service price displays and staff contact information to dynamic data rendering
- Implemented responsive design across various devices, significantly improving site accessibility

### San Diego Supercomputer Center

Jun. 2022 – Sept. 2022

Software Engineering Intern — Python, JavaScript, HTML/CSS

San Diego, CA

- Developed a student networking web application featuring user interaction based on mutual interests
- Implemented profile creation features and comprehensive unit testing and debugging
- Created Figma layouts and Adobe Illustrator mockups, and established cohesive styling for the team

### Transflux Playing Cards

Feb. 2018 – Sept. 2021

Co-founder

Los Angeles, CA

- Designed and manufactured a custom playing cards series from scratch using Adobe Illustrator
- Successfully marketed and launched two Kickstarter campaigns, collectively raising over \$16,000
- Established global wholesale partnerships and coordinated distribution from three fulfillment locations to deliver to over 400 customers across 30 countries

## PROJECTS

---

### eSports Data Modeling

- Developed a predictive Python model for professional League of Legends DFS props
- Achieved 78.6% accuracy in predicting props by analyzing over 3,000 matches and 1,000 players

### Blackjack Practice

- Created a customizable blackjack training website allowing users to practice perfect strategy by the book, with options to focus on specific hand types such as soft totals or pairs
- Implemented card counting practice feature with real-time running count and perfect strategy deviations based on count values for advanced training