

# JESSE CHAND

Los Angeles, CA  
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## EDUCATION

<b>University of Southern California:</b> Viterbi School of Engineering	08/2012 - 05/2016
<ul style="list-style-type: none"><li>GPA: 3.9 / 4.0</li><li>B.S Computer Science &amp; Game Development</li></ul>	
<b>Bergen County Academics:</b> Academy for Technology & Computer Science	09/2008 - 06/2012
<ul style="list-style-type: none"><li>GPA: 3.9 / 4.0</li><li>SAT: 2320 / 2400</li></ul>	

## LANGUAGES + SOFTWARE

- Languages: **Objective-C**, C#, Java, C++, C, GML, JavaScript, HTML & CSS, Assembly
- Software: **Unity3D**, Game Maker Studio, Adobe Photoshop, Autodesk Maya, Autodesk 3dsMax

## EXPERIENCE

<b>Facebook:</b> Software Engineering Intern (Menlo Park, CA & London, UK)	05/2015 - 08/2015
<ul style="list-style-type: none"><li>Implemented animated GIF uploading, posting, and rendering on Facebook for iOS.</li><li>Developed an extensive iOS layout library that elegantly handles multiple screen sizes. Implemented the library in Facebook Paper and Instant Articles to support native iPhone 6/6+ resolutions. It is now the standard iOS layout strategy across multiple products.</li><li>Added architecture and interactions for the video player in <a href="#">Instant Articles</a> for iOS.</li><li>Implemented state-of-the-art iOS animations and interactions for <a href="#">Facebook Paper</a> using the POP animation framework.</li></ul>	09/2014 - 11/2014 05/2014 - 08/2014 07/2013 - 09/2013
<b>Freelance iOS Developer</b> (Los Angeles, CA)	06/2012 -
<ul style="list-style-type: none"><li>Programmed, designed, and published games &amp; apps <a href="#">RUNNIN'</a>, <a href="#">Pixelbreak</a>, <a href="#">The Alphabet</a>, <a href="#">The Elements</a>, <a href="#">SWOOOP</a>, <a href="#">PUUUSH</a>, and <a href="#">Amio</a>.</li><li>Lead iOS developer (contract) for USC startups <a href="#">GreekLink</a> (2013), <a href="#">EnvoyNow</a> (2014), <a href="#">Inhale</a> (2014) and <a href="#">Ponder</a> (2015).</li></ul>	
<b>Arkadium:</b> Game Design Intern (New York, NY)	09/2011 - 05/2012
<ul style="list-style-type: none"><li>Designed and implemented puzzles for Windows 8 launch title <a href="#">Microsoft Taptiles</a></li><li>Scripted quests, designed environments &amp; mini-games, programmed level editing tools for web game <a href="#">Twilight Carnival</a> with Konami Corporation</li></ul>	

## LEADERSHIP

<b>USC Hackers:</b> Co-Founder	01/2015 -
<ul style="list-style-type: none"><li>Organize <a href="#">events and workshops</a> to foster a community of hackers at USC</li><li>Manage an iOS and web software development team of ten students</li></ul>	
<b>Sigma Phi Delta Engineering Fraternity:</b> Housing Manager	11/2012 - 05/2014
<ul style="list-style-type: none"><li>Maintained fraternity house of 40 students, organized a five figure renovation plan</li><li>Planned and managed renovation of entire house exterior and second floor</li></ul>	

## HONORS + AWARDS

- Entertainment Software Association Scholarship for Game Development (2012)
- Microsoft Mash-Up Hackathon: 1<sup>st</sup> Place (2014)
- USC Associates Scholarship for Leadership
- Lemelson-MIT InvenTeam Grant Recipient
- USC Dean's List (every semester)