

Savana Chou

Palo Alto, CA | (650) 288-2728 | savanaaria@gmail.com | US Citizen

Relevant Links: linkedin: [savana-chou](#) | github: [savanaachou](#) | [portfolio link](#)

Technical Skills: Python, JAVA, JavaScript, C#, C++, C, HTML/CSS, Git, Linux/Unix, Docker, Jenkins, SQL, Unity, Jira, Fusion360, React, Unreal

EDUCATION

Chapman University – Orange, CA

Expected Graduation: May 2026

Bachelor of Science in Computer Science, Minor in Game Development Programming

Relevant Courses: Data Structures and Algorithms, Operating Systems, Database Management, Computer Architecture, Artificial Intelligence, Data Communication/Computer Networks, Computer Graphics

WORK EXPERIENCE

AI & Automation Engineer Intern | ETZ Soft - San Francisco, CA

May 2025 – November 2025

- Built an automated data pipeline integrating APIs to pull tech-exit and crypto-FDV data, reducing manual data collection time by ~60% and enabling daily updates instead of weekly.
- Implemented AI-driven automation across internal workflows, eliminating ~5-10 hours/week of manual work and increasing operational efficiency by ~30%.
- Designed and integrated AI-assisted internal tools using ChatGPT, Claude, and Gemini APIs for automated data validation, processing, and reporting, improving data accuracy and system reliability.

Embedded Engineer Intern | Sonatus - Sunnyvale, CA

May 2024 – August 2024

- Designed and developed a command-line interface (CLI) for company products, enhancing Field Application Engineers and customer accessibility and interaction with embedded systems.
- Performed end-to-end tests across multiple product builds, leveraging DevOps practices to ensure full feature reliability and catch defects early, improving overall product quality.
- Debugged and resolved complex issues in embedded systems using GDB and Bazel, improving system stability and performance.

Information Security Assistant | Chapman University - Orange, CA

September 2023 – Present

- Supported campus-wide cybersecurity operations by assisting with incident response, threat analysis, and security monitoring across diverse systems.
- Collaborated with IT and security teams to strengthen security posture, improve detection workflows, and support compliance initiatives.

RELEVANT PROJECTS

Resonance – Game UI & Systems Engineering (Unity, C#) | [Github Code](#) January 2026 – Present

- Led UI engineering and front-facing systems for a team-based game project, owning user experience across gameplay systems
- Designed and implemented interactive UI systems including menus, HUD elements, and player feedback systems and focused on intuitive layout, responsiveness, and user experience
- Built and maintained core gameplay-facing systems such as economy systems

Simulation Game Project – Umami (Unity, C#) | [Github Code](#)

September 2025 – Present

- Built an interactive application with complex user workflows, state management, and feature logic
- Designed modular systems for scalability, maintainability, and rapid iteration

Board Game Café Website (Flask, Python, SQL, SQLite) | [Github Code](#)

December 2024

- Built a full-stack web application for account management, reservations, and ordering
- Designed a relational database (SQLite) and developed Flask-based backend services for data processing
- Connected frontend interfaces with backend APIs to deliver seamless, end-to-end user experiences

ACADEMIC AWARDS AND LEADERSHIP

- Provost's Scholarship (2025–2026) | Vice President, Girls Who Code | Design Chair, CS Club | Graphic Designer, Panther Devs