Bryan Chang

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EDUCATION

University of Illinois at Urbana Champaign

Bachelor of Science in Computer Engineering GPA: 3.81/4.0

Dean's List: 2022 Spring, 2022 Fall

Related Coursework: Signal Processing, Computer Systems & Programming, Internet of Things, Data Structure, Operating Systems

SKILLS

Programming Language: Java, C, C++, Python, LC-3, x86

Tools: Fusion 360, tinkerCAD, git, KiCad, Bluetooth protocol, TensorFlow, AWS

Interpersonal: Customer service, teaching & training. Native proficiency in English and Mandarin

PROJECTS & EXTRACURRICULAR ACTIVITY

Hydrologic | C++, AWS, KiCad, IoT, git

Champaign, IL | 2023 Nov-Present

May 2025

- Developed a water meter leveraging esp32 technology to capture and analyze water usage data across UIUC dormitories with the intention of contributing to campus sustainability goals by visualizing water usage data and aiming to reduce overall water consumption.
- Used C++ to develop a backend service that seamlessly connects an AWS database with IoT devices and mobile applications.
- Collaborated with the front-end team to create a user-friendly mobile application that reports real-time water consumption data.
- Utilized KiCad for the design of a Printed Circuit Board, seamlessly integrating the ESP32 microcontroller within the product's casing.

Heart-Rate Controlled Fan Project <u>link</u> | C++, IoT, Bluetooth protocol, Fushion360

Champaign, IL | 2021 Aug-Oct

- Developed a heart monitor-controlled fan system, to address discomfort and inefficient cooling in indoor cycling workouts. This system dynamically adjusts fan speed based on the user's heart rate in real-time, optimizing comfort and performance.
- Implemented Bluetooth protocol using C++ to facilitate communication between the heartrate sensor and the ESP32 microcontroller.
- Designed an I/O interface consisting of buttons and switches that allows the user to adjust the different modes of the fan.
- Used Fusion 360 to design the outer casing of the Heart-Rate Controlled Fan

Illini VEX Robotics | Python, TensorFlow, Machine Learning

Champaign, IL | 2021 Aug-Dec

- Collaborated with a 6-person team to research and implement an image recognition application as part of the Ball Balancing Project.
- Successfully implemented PID control for the servo motor, utilizing image data analysis to achieve precise ball balancing on a surface.
- Utilized python's TensorFlow library to incorporate Image Recognition capabilities for the system to fetch the location of the ball.
- Developed a Reenforced Learning algorithm in python to perform the ball balancing feature.

Illini 4000 | 2022 Bike America Team Rider

Champaign, IL | 2021 Aug-2022 Aug

- Fundraised over 4000 dollars for cancer research by organizing fundraising events and connecting to local businesses.
- Collaborated with a local coffee shop to plan and promote a fundraising event to raise awareness within the community.
- Finished 4500 miles cross-country bike rides, 75 days, from New York to San Francisco in 2022 summer.

EXPERIENCE

Bike Lab by Neutral Cycle | Bike Mechanic | Shop Manager

Champaign, IL | Aug 2022–Present

- Consulted with an average of 20 customers per week regarding products and services, providing recommendations and generating sales.
- Executed an average of 10 bicycle repairs, part replacements, tune-ups, and general maintenance tasks weekly.
- Train new mechanics, provide hands-on guidance and share expertise in bicycle repair and maintenance.

Amos Kids | *Interim Teacher*

Taipei, Taiwan | Jun 2018–Aug 2020

- Designed and executed a two-week summer STEM camp for middle school students, featuring a curriculum that integrated coding with handson experiences using IoT devices such as Raspberry Pi.
- Employed a dynamic teaching approach, breaking down complex coding concepts into digestible units while using real-life metaphors to enhance understanding.
- Students had developed a foundational understanding of Python programming, gained confidence in coding, and IoT applications for future STEM endeavors.

AWARDS & LEADERSHIP

International Schools Cyberfair Golden Award | Team Captain

Taipei, Taiwan | 2018 Sep-2020 Sep

- Led a 10-person team in developing two research websites focusing on <u>vanishing traditions</u>(2020) and <u>stray animals</u>(2019).
- Produced compelling interview videos to enhance the presentation and storytelling of the research projects, offering a personal and relatable
 perspective on the issues explored.