Simon Chang

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Education

California State University Northridge — Fall 2022 - Current
B.S Computer Science — Spring 2025
Relevant Coursework:
- Algorithms, Data Structures, Advanced Data Structures, Software Engineering, Senior Design, Advanced Computer Graphics, Combinatorial Algorithms, Databases, Machine Learning

Riverside City College — Fall 2019 - Spring 2022
A.S Math and Science — Spring 2022
A.A Social and Behavioral Studies — Fall 2021

Technical Skills

- Python, Java, VS Code, Scene Builder via JavaFX, CSS, HTML, React Native, Javascript
- GitHub/Github Desktop, Agile/Scrum Methodology, Jira
- Microsoft Word, Excel, Powerpoint

Projects

Machine Learning : Next Note generation using LSTM - Python — Fall 2024
- Used python for the language of the project
- Used tensorflow and mitdeeplearning
- Loaded training data from mitdeeplearning to have access to a big dataset
- Converted data into a more digestible note format and converted the data into playable songs with extended lengths

Grocery Store Database - MYSQL — Fall 2024
- 5 tables where each of them had a primary key and 5+ columns and around 1 foreign key each.
- Made column names that were consistent such as Customer_ID, Customer_Name, Customer_JoinDate for a more digestible format and easier to read for either another user to edit or for someone to look it
- Helped other people with how to do some simple syntax on their databases

Passion Project (Solo Project) - React Native, JS — Summer 2024 - Current
- Actively dedicating some time to learning React Native, dabbling in cross platform app development
- Learned to format and optimize code using stylesheets, ensuring cleaner and more maintainable code
- Used Web Browser and Expo Go to test and preview changes, effectively evaluating the impact on all environments
- NEXT STEP: Modifying individual native code components to enhance app functionality

Schedule Builder - HTML, CSS, JS, Python, Jira, Powerpoint — Spring 2024
- Led the front-end development of a web-based application using HTML, CSS, and Javascript for my class project
- Implemented Python for web scraping dynamic HTML content, facilitating real-time data acquisition
- Utilized Glitch for collaborative coding and progress sharing within the project team
- Managed project milestones and progress tracking using Jira, ensuring timely completion of sprints

Unity 2D Bullet Hell - C#, Github Desktop, Microsoft Word, OBS — Spring 2024
- Leading project direction and providing creative input during brainstorming sessions as the project leader
- Designed and implemented a 2D UI Menu using Unity as part of a group project
- Found public assets to use and used AI to help generate assets needed for our game

Mock-Ecommerce - Java, JavaFX, Scene Builder, Microsoft Word, Powerpoint — Summer 2023
- Collaborated with colleagues to create a mock e-commerce Java application in a month.
- Learned to use Jira, Github, and Scrum to communicate with my colleagues/professor
- Using JavaFX to create a front-end design that was consistent with my peers

Work Experience/Volunteer

Miss Donuts: Front of House   Fall 2022 - Current
- Dealing with most of the customers by myself at night
- Constantly asking questions to ensure attention to detail is the same night after night
- Was asked to come in to work more hours if shorthanded
- Maintaining good neutral communication between coworkers and managers.

CSUSB Mentored Summer STEM Research   June 2021 - July 2021
- Illustrating effective research methodologies for targeted topics
- Orchestrated a comprehensive 9-5 work week alongside a cohort of professional peers
- Began to try to teach my peers when I was the only person who came up with a satisfactory answer

Little Beijing: Front of House   Summer 2018-2019
- First time working a job
- Learning how to deal with customers and their needs
- Learning how to efficiently do things so closing can be easier and on time or even early