Curtis Chang

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EDUCATION

University of California Irvine — Irvine, CA
Bachelor of Science in Computer Science (Concentration: Information) — *September 2020 – June 2024*

EXPERIENCE

Software Developer — January 2025 – April 2025
Elite Sedation — *Remote*
- Developed an automated credential reminder system with directory organization and database synchronization
- Leveraged **Google Workspace** computation tools to integrate database design into existing workspaces
- Coordinated with a team to design database functionality for providers' credentials into CRUD-like functions

Coding Instructor — June 2024 – August 2024
iD Tech — *Irvine, CA*
- Taught intermediate level Python and AI/ML courses with projects like AI chatbots and tactical strategy games
- Reinforced high level programming concepts with libraries such as **pygame**, **pandas**, and **tensorflow**
- Supervised up to 60 students for multiple hour sessions while assessing and clarifying students' problems

Software Developer — June 2024 – August 2024
Private Environmental Development Project — *Remote*
- Developed an application component that generates 3D gravity grid generations (gradiometric modeling) layered on top of watershed boundaries to potentially identify mercury poisoning within bodies of water
- Implemented gravity inversion and mesh generation algorithms with SRTM2 topography and GGMplus gravity disturbance datasets using QGIS and MATLAB
- Applied PhD research on gravity gradiometric processing and 3D inversion methods while coordinating 10+ team reviews and expert consultations through data generation, cleaning, and algorithm implementation

PROJECTS

Better Odds | *Typescript, Git, Apache, Nginx*
- Developed a full stack web application using **Vite React**, **Tailwind CSS**, **Spring Boot**, and **Python**
- Partnered with data supplier to serve real-time arbitrage and positive EV bet updates for sports games from different sportsbooks
- Optimized experience for user onboarding by decreasing time with **MySQL** indexing and **Redis** caching
- Implemented Rest API protections such as rate limiting, JWT signing, and standard caching
- Deployed scalable infrastructure with **Docker Compose**, **Kubernetes**, **AWS RDS** to handle traffic during peak game hours

Wenslo.me | *Javascript, Git, Apache*
- Created a full stack web portfolio using **Vite React**, **Tailwind CSS**, and **Spring Boot**, with the frontend and backend server containerized using **Docker Compose**
- Self-hosted the HA web server using **Proxmox** to automate cluster nodes and production pushes
- Designed and implemented defense measures with **Cloudflare Zero Trust Tunnel**, DMZ network bridging, and firewall management at layers 3, 4, and 7
- Monitored real-time security alerts, performed triage, and investigated incidents in a real SOC environment with **Zabbix**, **Snort**, **Cloudflare** and **Graylog** dashboards

Proxmox Security Lab
- Developed a controlled malware analysis environment in an isolated network with **REMnux** and **Flare-VM** leveraging snapshotting for safe detonation and observation
- Perform static analysis using **IDA** and **Ghidra** to analyze binaries and reverse engineer malware code structures
- Conduct dynamic analysis in sandboxed environments using **ANY.RUN**, **ProcMon**, and **WireShark** to monitor API calls, file system behavior, network traffic, and registry modifications in real time

TECHNICAL SKILLS

Certifications: CompTIA Security+
Skills: Python, C++, C, Java, HTML, CSS, JavaScript, SQL, Git, Maven, Apache, Tomcat, AWS, Kubernetes, Docker, Google Cloud Platform, Spring Boot, React, React Native, Expo