

Markham Ontario  
Canada

# DEREK JANG

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## EDUCATION

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HBSc	University of Toronto	September 2017 - Present
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- **Major:** Computer Science
- **Minor:** Statistics
- **Coursework:** Software Design, Data Structures and Analysis, Software Tools and Systems Programming, Principles of Programming Languages, Communication Skills for Computer Scientists

## SKILLS

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- **Languages:** Python, C, Java, JavaScript, HTML/CSS, MySQL
- **Frameworks/Libraries:** React Native, Node.js, React.js, Redux
- **Software:** Jira, Git

## EMPLOYMENT

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Software Engineer, Intern	Advanced Micro Devices	May 2020 – April 2021
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- Developed a script that automates Call of Duty matches saving 3 hours of manual gameplay testing; utilized **Python**, **Tesseract OCR** for text recognition, and **OpenCV** for object detection.
- Created highly detailed defect tickets in **Jira** to provide proper context for internal software issues.
- Engaged in functional, negative, end user, performance, and reliability testing of the Ryzen 5000 Mobile Processors.

## SOFTWARE PROJECTS

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### PCWebmart

- Developed an ECommerce website where users can buy and sell computer parts.
- Used **Git** for version control.
- Utilized **Redux**, **MongoDB**, **Node** and **Express**.
- Coded in **React**, **HTML**, and **CSS**.

### Workout Journal

- Developed a workout journal application that includes an exercise log, progress screen, and timer to help users track their fitness journey.
- Used **Git** for version control.
- Utilized React Native and MongoDB local.

### Recipe-Finder Application

- Developed an application that displays a list of known recipes for the inputted ingredients.
- Utilized **Edamam API** to retrieve different recipes.
- Coded in **JavaScript**, **HTML**, and **CSS**.

### Online Assessment Application

- Developed an assessment application that includes a course list, attendance, and quiz feature for students and teachers.
- Used **Git** for version control and **Scrum** for project management.
- Utilized **JavaScript**, **Node.js**, **React.js**, and **MongoDB**.

### Paint Program

- Developed a paint program that creates a canvas where users can draw different shapes with their mouse.
- Utilized **OOP**, **GUI**, and design patterns such as: **Command**, **Strategy**, and **Factory**.
- Employed file parsing to open and save paint program files.
- Used **Git** for version control and **Scrum** for project management.
- Coded in **Java**.