Markham Ontario
Canada

D E R E K   J A N G

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EDUCATION

HBSc	University of Toronto	September 2017 - Present

- **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

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

EMPLOYMENT

Software Engineer, Intern	Advanced Micro Devices	May 2020 – April 2021

- Developed a script that automates Call of Duty matches which saved 3 hours in 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

PCWebmart
- Developed an ECommerce website where users can buy and sell computer parts.
- Utilized Redux, MongoDB, Node and Express.
- Coded in React, HTML5, and CSS3.

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.