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Canada

DEREK JANG

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EMPLOYMENT

Software Engineer, Intern   **Advanced Micro Devices**   **May 2020 – Present**

- Developed a bot that automates Call of Duty matches which increased testing bandwidth by over 2 hours; utilized Python, Tesseract OCR, and OpenCV.
- Engaged in functional, negative, end user, performance, and reliability testing of the Ryzen 5000 Mobile Processors.
- Configured and managed Windows systems.

EDUCATION

Major: Computer Science

Minor: Statistics   **University of Toronto**   **September 2017 – Present**

- Coursework: Software Design; Data Structures and Analysis; Software Tools and Systems Programming; Principles of Programming Languages; Communication Skills for Computer Scientists

PERSONAL SOFTWARE PROJECTS

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.

RemindMeTo Chrome Extension

- Developed a Chrome extension that reminds the user of what they input in the minutes they set.
- Utilized a Chrome notification API to notify users in the Windows notification panel.
- Coded in JavaScript and HTML.

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.

SCHOOL SOFTWARE PROJECTS

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.

Tower of Hanoi Game

- Developed a game that allow users to play a modified version of Tower of Hanoi.
- Utilized GUI while applying the Model-View-Controller architecture.
- Coded in Python.

Skills

- Python; C; Java; JavaScript; HTML; CSS; React Native; Node.js; React.js; SQL; Jira; Git