



Andrew Chang

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Skills

- JavaScript | Python | Java | C | C++ | XSLT | CSS | Git | Perforce | jQuery | MongoDB | React.js | Node.js | Express
- bash | JWT | OAuth2 | OOP | SQL | REST API | JUnit | S3 | Material-UI | SSH | BigQuery | JDBC | Jenkins | Bitbucket
- Agile | design patterns | git | OAuth | Maven | s3 | UI/UX Design | Wireframe | Data Structures & Algorithms

Experience

Software Engineer - insightsoftware

April 2022 – present

Designed and implemented SparkJDBC driver, enabling SQL translation for Apache Spark database connections.

- Led the designs and development for U2M and M2M OAuth 2.0 with token Caching, enhancing Databricks Spark's authentication and authorization functionality and ensuring quick access.
- Optimized CI/CD pipelines by migrating to Jenkins and BitBucket, reducing release time by 50% through restoring failing tests and streamlining workflows.
- Increased security by tightening configuration access controls with Snyk and Sonar scans and closing potential loopholes that prevent vulnerabilities that lead to potential CVEs.
- Collaborated with Databricks representatives on new features, enhancements, and bug fixes in order to ensure meaningful development and intuitive designs.
- Built REST API requests, proxies, and database metadata functionalities such as primary & foreign key.

Software Engineer, Intern - SAP

Sept 2019 – Sept 2020

Designed translation for XML to output formats such as HTML5 and PDF using XSLT for internal documentations.

- Generated documentations for internal applications in multiple formats with DITA plugin for XSLT.
- Enhanced user experience by implementing auto-generated table of contents and collapsible content for multiple formats using HTML, JavaScript, CSS, and jQuery.
- Performed build checks using Beyond Compare on test outputs to prevent bugs and crashes.
- Practiced Scrum by taking part in weekly meetings to discuss new issues and tasks.

Full-Stack Engineer, Contractor - Sandbox Academy

Aug 2020 – April 2021

Redesigned and deployed MERN stack to allow students to learn python game programming.

- Built a frontend python compiler interface with code editor, file storage, and Pygame image outputs, enabling.
- Developed data pipelines to MongoDB and AWS S3 frontend to backend with Node.js to store data.
- Used React with Material-UI to build a Calendar page and interfaces for creating and joining meetings.
- Implemented different users by using login tokens to grant accessibility and security.

Software Engineer in Test, Intern - AppNeta

Jan 2019 – April 2019

Created and debugged automated tests for web interfaces using Selenium and REST APIs by using python requests and pytest libraries.

- Designed and implemented a REST API testing environment leveraging SSH and Google BigQuery, improving testing efficiency and scalability.
- Worked with command line in Linux virtual environment with VirtualBox and GitHub version control to implement bug fixes and tests for new features.
- Ran builds tools such as Jenkins and TeamCity to run automated tests on the newest development build.
- Organized tasks and planning with Jira to track work schedule and project completeness.

Education

University of British Columbia: Computer Science Major

Sept 2016 – Jan 2022