# Joanne Chang

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EDUCATION Expected Graduation: June 2020

## Computer Science & Engineering, Bachelor of Science

University of California, Davis

GPA: 3.374

### Relevant Coursework

Data Structures

• Probability & Statistical Modeling

• Operating Systems (ongoing)

• Algorithm Design

• Computer Architecture

• Embedded Systems (ongoing)

• Programming Languages

• Machine Dependent Programming

## **SKILLS**

Software:

• C, C++, Python, Java

LaTeX

• R, MATLAB

*Hardware:* • Chisel

• VirtualBench, Oscilloscopes

### **PROJECTS**

## Airbnb Price Predictor, Probability & Statistical Modeling

March 2019

- Devised a linear model in R that predicts Airbnb rental prices in the San Francisco area with three other students
- Performed data analysis using mean absolute percentage error (MAPE) to develop better fitting model
- Reduced initial MAPE of about 60 to 45 after four model changes

# Davis In-Order CPU, Computer Architecture

January to March 2019

- Implemented a simple in-order CPU design over a series of 4 labs in Chisel code
- Utilized pipelining and branch predictors to speedup performance of CPU for various workloads
- Ran simulations and reported on the benchmark results of single-cycle versus pipelined CPUs with different types of branch predictors

## Java Translator, Programming Languages

November 2018

• Created a Java program with a scanner, parser, and symbol table that translates a fictional E language into usable Java code dependent on the E language's Backus-Naur form (BNF) grammar

## Journal Analyzer, HackDavis

January 2018

- Designed a website-based journal analyzer that determines intended emotions of inputted text
- Usage of Google Cloud Natural Language Processing API in conjunction with HTML, CSS, and Javascript
- Inspired by the Save Ourselves Breast Cancer organization with the intention of helping breast cancer patients

### Appointment Calendar Program, Software & Object-Oriented Programming

April to May 2017

- Programmed a text-based appointment calendar with linked lists and vectors over a set of 5 programs in C++
- Applied concepts such as abstraction and polymorphism to enable inputted appointments to be saved and searched for by date and subject

# Conway's Game of Life, Intro to Programming / Machine Dependent Programming

December 2016 / 2017

• Developed programs based on Conway's Game of Life in Python and in CUSP assembly language with cell grid generations represented by printed asterisks and dots

## **ACTIVITIES**

- Member, Davis Computer Science Club (*DCSC*)
- Member, Society of Women Engineers at UC Davis (SWE)

September 2016 - Present

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