

Joanne Chang

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EDUCATION

Computer Science & Engineering, Bachelor of Science
University of California, Davis

Graduation: June 2020

Relevant Coursework

- ♦ Data Structures
- ♦ Algorithm Design
- ♦ Software Engineering
- ♦ Web Programming
- ♦ Probability & Statistical Modeling
- ♦ Computer Architecture
- ♦ Gameplay Programming
- ♦ Computer Security
- ♦ Operating Systems
- ♦ Embedded Systems
- ♦ Computer Networks

SKILLS

Software: ♦ Python, Java, C, C++, C#, Swift

EXPERIENCE

Software Engineering Intern, KLA, Milpitas, CA

June 2019 - September 2019

- ♦ Created data analysis software to calculate summary statistics, with an emphasis on process capability index Cpk, of collected server data & wrote a test program to validate results (*both in Python*)
- ♦ Prepped, trained, and tested different linear models using machine learning algorithms to predict hardware part failure dates based on hardware parameter data (*Python*)
- ♦ Attended daily standup meetings, worked with KTTS Engineering department team, discussed feature requests with project stakeholders, prepared for and gave presentations showcasing projects

PROJECTS

Aggie Dish App, Senior Design Project

January 2020 - June 2020

- ♦ Developed the frontend of an iOS mobile app both programmatically and through storyboard in Xcode (*Swift*)
- ♦ Implemented protocol buffers for app's server API, primarily building various gRPC methods to get specific eatery and meal menu data from Firebase to the frontend (*Java*)
- ♦ Demonstrated ability to work within tight engineering constraints put on the project, including adhering to strict design requirements and going through extensive code review processes

Delivering Consequences, Gameplay Programming

November 2019 - December 2019

- ♦ Worked on the animation and visuals of a top-down 2D role-playing game using the Unity game engine, with focus on creating the animation scripts for player and non-player character movements (*C#*)
- ♦ Project available here: <https://github.com/thenintendodude/Delivering-Consequences-Game>

IFTTT to Twitter, Embedded Systems

May 2019

- ♦ Modified a CC3200 LaunchPad with circuits and uploaded code to decode IR signals from an IR remote to alphanumeric symbols that can be outputted to an on-board OLED display screen (*C*)
- ♦ Utilized the REST API to connect the LaunchPad as an IoT device to Twitter using web hooks to send generated messages over the Internet as a form of text messaging

ACTIVITIES

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

September 2016 - June 2020

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