Michael Chang

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EDUCATION	**B.S. Computer Science**, **University of Virginia** | Class of 2021
	CS GPA: 3.913 | **GPA: 3.729** | Engineering School | Dean's List
	Relevant Courses: Algorithms, Advanced Software Development Methods, Program & Data Representation.
	Thomas Jefferson High School for Science and Technology | September 2013 - June 2017
	GPA: 4.23 | Mentorship Program

EXPERIENCE

Northrop Grumman, TS/SCI Clearance, CI Polygraph

Software Developer Intern,   *2019 Summer*
- Developed a full stack web application to aid the team with automating their workflow. Application was built using React JS, Express JS, and SQL Server.

Plus3 IT

Cloud Development Intern,   *2018 Winter*
- Developed a full stack cloud application using Angular, Spring, and Microsoft Azure.
- Website was hosted through Azure using App Services.
- Utilized both Azure Blob Storage and Azure SQL Servers.

National Geospatial-Intelligence Agency (NGA)

Data Scientist Intern in the Source division,   *2018 Summer*
- Implemented Python scripts for web scraping and data visualization for geospatial data. Worked primarily with the Panda library for parsing through the data, BeautifulSoup for web scraping, and Matplotlib and Seaborn for data visualization.

Software Development Intern in the CIO-T division,   *2017 Summer*
- Software Developer on a webpage development team, working primarily to streamline a work process.
- Utilized Python for web scraping capabilities on the articles found on the Pathfinder website.

Software Development Intern in the Pathfinder division,   *2016 Summer*
- Mobile Application Developer in the Pathfinder division, developed and deployed the Tearline Application.

UVA Facilities Management

Student Intern in Data Visualization,   *2018 Spring*
- Used Tableau for to create various dashboards using facility and corporate data.

Pension Benefit Guaranteed Corporation (PBGC)

Intern in Office of Information Technology (OIT),   *2014 Summer*
- Assisted with the creation and organization of spreadsheets.

TECHNICAL SKILLS

- Java, JavaScript, Python, C++, HTML, CSS, TypeScript
- Frameworks: React JS, Angular, Spring, Django, and Express JS
- Android Mobile Application Development
- Cloud Development with Microsoft Azure

PROJECTS

Tearline Mobile Application,   *July 2016 - August 2017*
Links: Tearline - Google Play \| Publications: Wired, Mashable, NGA Publication

Created the Tearline Mobile Application for the National Geospatial-Intelligence Agency to promote the distribution of mobile, unclassified intelligence. My team, Pathfinder, had the goal of implementing more open source intelligence for analysis into the agency and pushed for using modern technologies to do so.