Colin Chang

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Education

University of California – Berkeley, May 2013
BA in Philosophy, Minor in **Computer Science** (GPA: 3.353)

Skills

- Languages: Java, Python, Scheme, C, C++, Javascript
- Tools and Software etc.: git, UNIX

Experience

Member of Technical Staff: Adobe July 2013 – Present
- Engineering UI for creative.adobe.com

Research Assistant: Berkeley Institute of Design September 2012 – May 2013
- Aiding a graduate student with 3D printing research
- Developing camera detectable controller input capabilities using openframeworks (C++)
- Second author on UIST submission and Berkeley EECS technical reports

Lab Assistant for CS61A: UC Berkeley September 2012 – December 2012
- Helped around 40 undergraduates learn functional programming (Scheme and Python)

Camp Director: NJAUMC Junior High Camp August 2009 – July 2011
- Developed annual week-long camp curriculum for about 100 junior high age campers
- Lead and planned counselor training meetings for about 40 counselors

Class Projects

Betternote January 2013 – May 2013
- Created Betternote, an Android application for amateur novel writers
- Iterated through the ideate-prototype-development design cycle with a team of four
- Developed a custom canvas, custom gestures, SQLite backing and search
- Won CS160 (UI) Best Class Project: Originality

Operating System Projects August 2012 – December 2012
- Develop NachOS (in Java) that implements thread management and multiprogramming
- Develop, in Java, a single node key-value store (client-server communication) and a distributed key-value store (2PC, Replication, Encryption)
- Test with JUnit in an Eclipse environment; collaborating with a group of four using git

Pac-man AI August 2012 – December 2012
- Develop intelligence for Pac-man (in Python) including: search, Minimax, Expectimax, Evaluation, value iteration, q-learning, HMMs, Particle Filtering, Dynamic Bayes Nets

Achievements

- Computer Science 160 (UI): 'Best Class Project – Originality,' UC Berkeley

Relevant Courses

Data Structures
Machine Structures
Discrete Math. and Probability Theory
Database Systems
Artificial Intelligence
Operating Systems
User Interfaces