

Emily Chang

EMAIL: dev.emilychang@gmail.com
WEBSITE: <https://ailichang.github.io/PortfolioWebsite/>

PROFESSIONAL EXPERIENCE

Google via Adecco — Software Engineer

APRIL 2021 - APRIL 2023
New Taipei City, Taiwan

Platform: Android Mobile

Development Tool: Android Studio (Java)

- Processed recording validation data for evaluating word error rates and speaker error rates. I built a validation tool for language pack quality evaluation. It checks error rates of various language packs.
- Implemented features that shows and edits speaker labels that distinguish speech in recordings.
- Changed the Recorder app's UI to match material 3 design guide. This included using dynamic and surface colors and replacing old UI components.
- Improved Recorder app's quality by increasing code coverages, adding log events for firebase analytics and following google's accessibility requirements.

SangJar — Android Developer

AUGUST 2020 - MARCH 2021
Remote

Platform: Android Mobile

Development Tool: Android Studio (Java, Room SQLite), Shopify (GraphQL, REST API)

- Implemented the user interfaces, interactions, navigations, local database (Room), and data storage of SangJar's storefront android application.
- Fetch and send data by using Shopify's GraphQL and REST API to connect to the SangJar store built on the Shopify platform.

Live Planet Inc — Unity Developer

MAY 2019 - OCTOBER 2019
San Jose, CA, USA

Platform: Oculus Go, GearVR

Development Tool: Unity3D(C#), Android Studio (Java)

- Implemented the UI designs of the Live Planet VR that fetches and displays 360 live stream videos, playlists and user channel data from the Live Planet cloud.
- Resolved bugs and optimized the Live Planet VR's performance by troubleshooting both the Unity app and in-house Unity Android plugin.

Futurewei Technologies Inc — Unity Developer

DECEMBER 2017 - NOVEMBER 2018
Santa Clara, CA, USA

Platform: Oculus Rift, HTC Vive & Vive Pro

Development Tools: Unity3D, Proprietary Networking Service

- Designed a core platform of an undisclosed virtual reality project.
- Rapid prototyped and iterated platform features by integrating various third-party SDKs and Unity plugins to prove concepts, including creating a voice command system for users to navigate and perform actions.

EDUCATION

**Carnegie Mellon University,
Pittsburgh, PA**

**Masters of Entertainment
Technology**
SEPTEMBER 2013 - JUNE 2015

**National Taiwan Normal
University, Taipei, Taiwan**
**Bachelor of Computer Science and
Information Engineering**
SEPTEMBER 2009 - JUNE 2013

CERTIFICATE

**General Assembly,
San Francisco, CA**

User Experience Design, UXD
SEPTEMBER 2017 - NOVEMBER 2017

SKILLS

**Programming Languages and
Application Development Platforms:**

Android Studio (Java/ Kotlin/ Room
SQLite), Unity3D (C#), Web (HTML/
Javascript/ Json/ REST API/ GraphQL
API), Git

Professional Working Practices: Rapid
Prototyping, Game Design, UX Design

Design Software: Sketch, InVision,
Adobe Photoshop, Adobe
Illustrator

LANGUAGES

English
Mandarin Chinese