

Benjamin (Kai-Nan) Chang

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Work Experience

Visier Inc.

Vancouver, BC

SOFTWARE DEVELOPER INTERN

Sep. 2021 - Present

- Working in full-stack agile web development using Scala & Angular, building Visier's new application platform: Studio
- Implemented and synced frontend UI with backend for new homepage feature allowing admins to set an analysis for display when users first sign in to Visier, enabling them to quickly scan details about their organization
- Helping build new application feature for reporting, flagging and fixing data issues in tenant versions
- Assisted new intern hires with bugs, tickets, setup and general workflow questions

University of British Columbia

Vancouver, BC

PRAIRIELEARN DEVELOPER

Apr. 2021 - Present

- Frontend development position for UBC's web-based assessment platform PrairieLearn used for computer science classes
- Designed and implemented 200+ exam and test questions using Python/Java/C++ and HTML
- Incorporated randomized question data generation and customized auto-graders to minimize cheating, resulting in our course (CPSC 203) reporting some of the lowest numbers of academic dishonesty in the department
- Created new lab content for the course as well as auto-graders for the programming assignments eliminating the need for teaching staff to spend time on grading and focusing more on office hours and course development

University of British Columbia

Vancouver, BC

PYTHON DEVELOPER

Sep. 2020 - Apr. 2021

- Using Canvas API, helped UBC course instructors transition their course resources online for remote learning
- Worked on md2canvas, a package to create Canvas quizzes in markdown and directly exporting them to the Canvas course site bypassing any manual setup, this helped instructors reduce time spent on quiz setup by roughly 50%
- To improve workflow, added a script to extract iClicker questions from lecture slides into a markdown quiz for md2canvas

Projects

League of Legends Champ Predictor

[Link](#)

PYTHON, PANDAS, SCIKIT-LEARN, TKINTER

Dec. 2021

- Built and tuned a classification model to predict the champion with highest chance of victory to play based off of teammates and opponents' selections in champ select
- Used Riot API to fetch match history, Pandas dataframes to format/clean data before running through a ML pipeline which included pre-processing (column transforming), hyperparameter tuning and finally the model fitting and deployment
- Built a GUI with tkinter so application can be run alongside game client and team/enemy champions can be entered easily
- Prediction accuracy around 40% but win-rate with predicted champion is around 90%

Gym 18

[Link](#)

JAVA, SQL, SWING

Jun. 2021

- Designed and implemented a database system to model the inner workings of a fitness center like a gym
- Using Java + Oracle, we created an application providing access to a custom database with multiple functions through the GUI: registering accounts, booking training sessions, creating/following diet plans, etc.

Perfect Pitch

[Link](#)

ANDROID STUDIO, KOTLIN

Jul. 2020

- An audio-based chord guessing game created for my music students for remote learning during the pandemic
- Published in the Google Play store and used by my music students as part of their weekly practice and ear training
- Since deployment, students' ear tests have improved greatly: roughly 50% increase in perfect scores in annual music exams

Technical Skills

Languages Python, Java, Typescript, Javascript, Scala, R, C++, Kotlin, Swift

Frameworks/Libraries Angular, React, Pandas, numpy, scikit-learn, JUnit, Swing, SwiftUI

Tools/Technologies Git, Android Studio, Microsoft Excel, PrairieLearn

Education

University of British Columbia

Vancouver, BC

BCS - BACHELORS IN COMPUTER SCIENCE

Sep. 2020 - Present

- Anticipated Graduation: April 2023
- Relevant Courses: Data Structures, Algorithms, Software Engineering, Machine Learning, Data Science, Relational Databases

University of British Columbia

Vancouver, BC

BSC IN LIFE SCIENCES AND CHEMISTRY

Sep. 2015 - Apr. 2020