Paul Chang

2A Computer Engineering

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Skills

- **Languages:** Python, C++, JavaScript, HTML, CSS
- **Libraries/Frameworks:** TensorFlow, Scikit-Learn, React Native, Node.js, Socket.IO, Express.js, Django, SQLite3
- **Other:** MongoDB, Git, Bash, Postman

Work Experience

Software Development Engineering | DragonAgile   Dec 2019 – Apr 2020

- Developed Jira apps and scripts requested by clients using existing **JIRA Java** and **REST APIs**, improving client's work efficiency by **10%**.
- Programmed **Bash** scripts to run local Jira servers by executing installers and connecting to TCP ports in a Linux environment .
- Analyzed and completed over 75 Jira tickets by consulting with clients solutions that quickly and effectively solved their technical issues.

Personal Projects

Flicker   Dec 2020

- Architected a bi-directional interactive connection between clients and the server by managing **WebSockets** with **Socket.IO**.
- Used an online **REST API** to retrieve data from the Netflix platform based on user's selection and utilized **WebSockets** to minimize the amount of API calls made, resulting in increasing the efficiency of the application.

Online Library Account   Jul 2019

- Managed users personal information and books by establishing multiple databases and performing **CRUD** operations using **Python SQLite3**.
- Designed an interactive GUI for the authentication process of registered users with **Python Tkinter**.

Personal Portfolio Website   Apr 2020

- Developed a personal portfolio using **HTML**, **CSS** and **JavaScript**.
- Structured and organized the website by implementing **CSS** grid Layout.

Education

University of Waterloo   Sept 2019 – Apr 2024

- Candidate for the BASc in Computer Engineering.