

# Ting-Yun (Elysia) Chang

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## EDUCATION

**University of California San Diego**, La Jolla, CA

Sep 2018 - June 2022 (Expected)

Pursuing Bachelor of Science in Computer Science, GPA 3.86/4.00

## RELEVANT COURSEWORK

- Web Client Languages
- Computer Graphics
- Modern Cryptography
- Computer Security
- Computer Architecture
- Machine Learning
- Recommender Systems & Web Mining
- Design & Analysis of Algorithms
- Database System Principles
- Principles of Computer Operating Systems
- Software Engineering
- Advanced Data Structures

## SKILLS

- Java, C, C++, Python, HTML, CSS, JavaScript, PHP
- Azure, Node.js, Linux OS, Git

## WORK EXPERIENCE

**Facebook, Remote | Software Engineering Intern**

June 2021 - Sep 2021

- Part of Social Play team responsible for the social features integrations that games on Facebook depend on for wider reach
- Worked on Instant Games APIs allowing third party developers to integrate their HTML5/Cloud games onto the Facebook platform across mobile/web
- Worked with JavaScript(React) and PHP(Hack)

**YPCloud Inc., Taipei, Taiwan | Software Engineering Intern**

July 2020 - Sep 2020

- Designed and built Node.js applications with serverless architectures on Azure
- Researched on the different tools and frameworks used in cloud computing
- Helped with testing and validation whenever the company rolled out new designs on their cloud-based platforms
- Worked with personnel to help the company migrate their digital assets and applications onto Azure

## PROJECTS

**Telegram Bots**

July 2020 - Sep 2020

- Interactive bots offering various functionalities such as text-to-speech conversion, optical character recognition, language translation, and news articles scraping
- Built using Node-RED, Node.js libraries, and Azure Cognitive Services

**NutritionXR**

Oct 2018 - Feb 2020

- Scripted interactive UI for different scenes of the VR games using Unity 3D
- 3D modeled and animated assets to put into the scenes

**VeRFluent**

May 2019

- Interactive VR application that helps users learn Chinese using Google Cloud Speech to convert speech to text
- Helped design the game flow and its environment in Unity 3D
- Scripted in C#

## HONORS, AWARDS, AND ACTIVITIES

**UCSD Provost Honor Roll**

2018 - current

**UCSD Society of Women Engineers | Member**

2018 - 2020

**UCSD Triton XR (Virtual Reality Club) | Designer Officer & Project Team Member**

2018 - 2020

- On the project team *Nutrition XR* where our goal was to create VR games to educate users about nutrition and meal planning
- Worked on graphic design requests such as club logo, event banners, posters, flyers, and Facebook covers