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Chris Jang
Brooklyn, NY
Full Stack Web Developer

github.com/chris3jang
chris3jang.github.io/portfolio

TECHNICAL SKILLS
Javascript, React, Redux, Node, Express, MongoDB, HTML5, CSS3, Git(Hub), Webpack,
Jest, GatsbyJS, Python, Java, Django, SocketIO, JWT, PassportJS, SASS, Swift, Objective-C

PROJECTS
ALList
- A personalized full stack CRUD data organization and management web SPA
- Features a recursive sub-categorizing functionality
- Implemented using the MERN stack with Passport.js and JWT for user authentication
- Built with the intention of extending data model for a greater range of specific usages while eventually being accessible on mobile and smartwatch

UTTT
- Ultimate Tic Tac Toe web SPA storing all game logic in React.js
- Utilizes Node.js and Socket.io to implement real time online game play

EXPERIENCE
Software Engineering & Music Product Management Intern at StarMaker Interactive
- Designed and maintained test suite for IOS and Android apps in development to run nightly using Xcode UIAutomation framework, Appium, and Calabash
- Reduced overall tasks of QA team by communicatively replacing unnecessary end-to-end tests with automated acceptance tests where appropriate
- Debugged various functions and methods in Swift and Objective-C by writing unit tests using Xcode XCTest
- Compiled series' of unit tested functions and methods into integration tests
- Placed Google Analytics calls in Swift, Objective-C, and Java code within production branches of iOS and Android apps to obtain data for in house analysis
- Wrote Python scripts using HTMLParser to scrape and enter data from public web pages to excel sheets
- Organized relevant data assisting in clearing publishing and master rights for Billboard charting hits
- Mixed outsourced stems of instrumentals and vocals in various combinations for karaoke and remixing purposes
- Transcribed lead vocal lines into MIDI track for Guitar-Hero-esque physical display
- Contributed in product development meetings

EDUCATION
New York University September 2011 - December 2015
- Bachelor of Music in Music Technology (STEM)
- Minor in Computer Science
- GPA 3.5
- Coursework: Data Structures, Computer Systems Organization, Computer Music Synthesis, Electronics, Recording Technology, Audio for Video, Concert Recording, Business Structures of the Music Industry, Strategic Music Branding, Music Supervision and Building the Soundtrack, Language of Film, Film Music Aesthetics, Sound Production, Music Theory, Aural Comprehension, Music History, Keyboard Harmony

INTERESTS
Transcribing guitar, bass, and piano parts of simpler indie, rock, and pop tunes. Rock climbing indoors to train, and outdoors to adventure. Multiplayer games, like Catan or chess, and discussing aftwards how I can play even better next time. Trying to listen to every album in the world before I die, knowing I won't.