Chris Jang

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EXPERIENCE

Software Engineering / Music Licensing A&R Intern at StarMaker Interactive

- Designed and maintained a UIAutomated test suite to mock QA tasks for an IOS and Android application in the App Store and Google Play
- Added Google Analytics calls to the IOS and Android apps to obtain data for measure of success
- Built applications to organize and easily update data for in-house music licensor

PROJECTS

ALList

- A personalized CRUD list-making web app for documenting practical and arbitrary data
- Features a recursive subcategorizing functionality that well known list-making apps lack
- Implemented on the MERN stack with Passport.js and JWT for user authentication
- Built with the intention to extend data model for a greater range of particular usage and eventually be accessible on IOS and watchOS

UTTT

- The classic board game (Ultimate Tic Tac Toe) built on the web storing all game logic in React.js
- Utilizes Node.js and Socket.io to implement online games from multiple machines in addition to local games from just one machine

SKILLS

Languages

• Javascript, HTML, CSS, Capable in Java, Python, Previously used Ruby, Objective C, Swift

Frameworks

• Frontend - React.is, Backend - Node.is, HTTP - Express.is, Database - MongoDB,

Tools

 Debug - Chrome Dev Tools, React Dev Tools, Version Control - Git/Github, User Authentication - Socket.io, Passport.js, JWT, Testing - Jest.js, Capable with Django, Gatsby.js, Previously used Calabash, Cucumber

EDUCATION

New York University September 2011 - December 2015

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