DANIEL CHANG

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Education

University of California, Santa Cruz — Santa Cruz, CA
Bachelor of Science in Computer Engineering — *Sep. 2019 – Jun. 2023*

- Dean's Honor List
- Cumulative GPA: 3.68/4.0

Relevant Coursework

- CSE 12 - Computer Systems and Assembly Language
- CSE 13S - Computer Systems and C Programming
- CSE 16 - Applied Discrete Mathematics
- CSE 30 - Programming Abstractions: Python
- MATH 23A - Vector Calculus
- CSE 101 - Data Structures and Algorithms

Skills and Interests

Languages: Python, Java, C, HTML, CSS, JavaScript, PHP
Human Languages: English, Korean
Developer Tools: Git, Visual Studio Code, Pycharm, IntelliJ, Adobe (After Effects, Premiere, Illustrator, Photoshop), Maxon Cinema 4D, FL Studio
Hobbies: Creating Electronic Dance Music, Biking, Animation, Piano, Video Games

Experience

Barista — Jun. 2020 – Jan. 2021
Blossom de Cafe — *Poway, CA*

- Hand-crafted quality beverages and desserts for a bustling cafe.
- Communicated with customers on a personal level, building lasting relationships with regulars.
- Worked with fellow employees as a team to efficiently complete tasks in a fast-paced environment.

Freelance Animator — Dec. 2014 – May 2018
RyeArtz

- Designed and animated unique 3D character rigs and environments within Cinema 4D.
- Utilized After Effects to apply visual effects, synchronize music and sounds with animation.
- Sold animations to 125+ clients and accumulated over 350,000 views.

Projects

Personal Website | *CSS, HTML, Illustrator, JS* — Jan. 2021 - Mar. 2021

- Used Adobe Illustrator and CSS to custom design graphics and create animations.
- Combined elements using HTML and JavaScript to create a responsive website.

MoodTrack | *Python* — Jan. 2021

- Utilized Spotify API to collect musical positiveness data for tracks in user's playlists and calculate an average positiveness per month for a span of five years.
- Implemented graph using Matplotlib to visualize change in mood based on data.