



DAVEN CHANG

University of Maryland College Park
B.S. in CS/ML

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 daven-chang

SUMMARY

Passionate about software development and machine learning with a growing interest in Generative AI. Expansive Python skills and experience developed through countless personal projects. Also comfortable with a variety of other programming languages. Collaborative team player with a strong work ethic and a passion for learning and growth.

SKILLS

Languages: Python, Java, C, C++, Mojo, HTML, CSS, Javascript, Arduino.

Technologies: VSCode, Git, Linux, Numpy, Pandas, Tensorflow, Keras, OpenCV, PyTorch, Mediapipe, Flask, Typing, Pygame, RegEx.

EDUCATION

8/2023 - Present	CS/ML @ University of Maryland College Park Member of Robotics at Maryland, the BigThink AI club, and the Taiwanese American Student Association (TASA). Researcher in the First-Year Innovation and Research Experience (FIRE) program.	School
7/2023 - 8/2023	Inspirit AI - AI Scholar Built cifar-10 classifiers with KNNs and CNNs. Combined NLP and DNN through LSTMs, RNN, and transformers, to predict stock prices from news and market history.	Program
6/2023 - 6/2023	BWSI - COGWORKS Completed pre-requisite course on Autonomous Cognitive Assistants. Learned version control with Git, and advanced knowledge of Python and NLP techniques.	Program
8/2019 - 5/2023	Oakton High School Graduated with honors. Participated in track and field, marching band, and concert band. Also joined clubs such as game dev, finance, and business club.	School

PROJECTS

Hackathon	Helping Hands Developed a program that utilizes computer vision and the onboard webcam to allow users to move, click, and scroll the mouse remotely using their hands. Used Python, mediapipe, cv2, numpy, pyautogui.	https://devpost.com/software/helpinghands-myl8ox
Website	davenc.dev Started work on a personal website as a way of learning HTML, CSS, and JavaScript. Learned networking principles such as DNS, IP addresses, and http/tcp as well. Planning to incorporate Node.js and other frameworks	https://davenc.dev
Personal	AI-Stuff / Publics A private repository containing personal AI projects. Projects include classifiers for mnist and cifar, reinforcement models for games such as 2048 and snake, computer vision models such as a hand tracker and iris tracker, and simple regression prediction models. Open source projects pushed to Publics repo.	https://github.com/daven-c/Publics
Personal	AIJohns Currently leading a group of friends in the hands-on development of AI/ML projects. Current projects include MNIST GAN for generative, iris tracking for computer vision, and Tetris agent for reinforcement.	https://github.com/daven-c/TheAIJohns

EXPERIENCE

2/2023 - Present	Freelance <ul style="list-style-type: none">Developed first paid website, jewel-inthelotus.com.Developed automated discord bots that managed servers, initiated events, created games, and boosted member interaction.Built mock games including 2048 and Snake using the pygame library.	
8/2021 - 6/2023	Tutor <ul style="list-style-type: none">Tutored students ranging from K-10 in core subjects including math, science, history, and english.Tutored every Wednesday and Sunday.	Fairfax Regional Library

COURSEWORK

- Intro to Object Oriented Programming I/II, Data Structures and Algorithms, Intro to Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Calculus I/II, Linear Algebra.