Dustin Chang

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OVERVIEW

Dedicated and results-oriented individual with a strong foundation in software development and programming languages. Eager to leverage technical skills and experience in a challenging, hands-on role.

TECHNICAL SKILLS

Programming Languages:
Java, C#, C/C++, Javascript, Python, SQL, Lua, System Verilog, Assembly

Tools:
GitHub, Git, VScode, Visual Studio, Figma, JUnit, JavaFX, Gradle, MongoDB, Unix, ModelSim, Quartus, OpenAI APIs, HTML, CSS, XAML

Frameworks and Libraries:
.NET Core, Windows App SDK

EDUCATION

University of California San Diego   **September 2021 - PRESENT**
Bachelor of Science, Computer Science   *San Diego, California*
(Expected Graduation: 2025)

Relevant Coursework:
Data Structures, Algorithms, Operating Systems, Computer Architecture, Software Engineering

PROJECTS

Fluent Tic-Tac-Toe ↗
Made using C#, Xaml, and WinUI3 to experiment with publishing my own desktop app. Currently has over 6000 impressions with a 6.33% acquisition rate on the Microsoft Store.

C# Ray-tracer*
A group project where we used C# and Visual Studio to create our own rudimentary ray-tracer that renders primitive shapes with global illumination, light sources, and reflections.

Custom Processor*
Worked in a team using Python, SystemVerilog, ModelSim, and Quartus to build and synthesize a suitable processor for FPGA and VLSI digital design.

PantryPal*
Team-built desktop app using Java, MongoDB, GPT-3.5, and Whisper to practice AGILE development. Generates recipes with ingredients list and step-by-step instructions based on user prompts.

Personal Website ↗
Built my own website from scratch with JavaScript, HTML, and CSS to develop basic web development experience.

*Due to academic integrity, these project sources aren't publicly available, so if interested please contact me for more information.