

DOROTHY CHANG

SOFTWARE ENGINEER | UNIVERSITY OF PENNSYLVANIA '19

SKILLS **EXPERIENCE**

Languages DEV/PM INTERN • MICROSOFT • MAY-AUG 2017 (C#, HTML, CSS, JS)

Software development and program management intern. Java

Developed end-to-end a new feature for the Edge browser new tab page. Python

C CIS 120 TA • UNIVERSITY OF PENNSYLVANIA • AUG 2016-PRESENT

C# Develop and teach material for weekly recitation of approximately 20 students.

Conduct one-on-one code reviews with students to reinforce best coding practices. **OCaml**

Javascript CIS 320 TA • UNIVERSITY OF PENNSYLVANIA • JAN 2017-MAY 2017

CSS Develop and grade homework and exam material for introductory algorithms class.

HTML Conduct weekly office hours where students can clarify lecture material and get homework help.

MySQL SOFTWARE INTERN • AURIQ SYSTEMS • MAY-AUG 2016 (LINUX, RSTUDIO, ELASTIC STACK)

Technologies Wrote scripts to use Essentia, a data lake management platform, to organize and analyze raw datasets.

Unity **EDUCATION**

Linux/Unix

Visual Studio

JUnit

Eclipse

BSE, COMPUTER SCIENCE • MAY 2019 • UNIVERSITY OF PENNSYLVANIA **Swing**

Programming Languages and Techniques I & II in Java; Data Structures and Algorithms; Automata, Android

Computability, and Complexity; Algorithm II; Javascript; Python; Introduction to Computer Architecture

PROJECTS

Sublime BATTLESHIP GAME • MAY 2016 (JAVA, SWING)

Data Created a Battleship game in which users play against an enemy AI on 2-D gameboard.

Essentia Includes real-time status display and leaderboard, incorporates complex search, file parsing and I/O.

RStudio OHQ: OFFICE HOURS QUEUE • SEP 2016 (JAVASCRIPT, CSS, HTML, FIREBASE)

Elasticsearch Built an office hours queue web application; implemented metrics tracking, interactive status display.

Logstash DATA VISUALIZATION IN VR • NOV 2016 (C, UNITY, CARDBOARD)

Kibana Built a data visualization application using Unity game engine at YHack (hackathon at Yale).

Data modeling is animated in virtual reality (used with Cardboard headset).







