

# Dorothy Chang

---

dorothyichang@gmail.com | (626) 353-2782 | dorothychang.co | www.linkedin.com/in/dorothy-chang

## Education

### **BSE | MAY 2019 | UNIVERSITY OF PENNSYLVANIA**

- Major: Computer Science; Minor: Engineering Entrepreneurship
- Related coursework: Programming Languages and Techniques I & II in Java; Data Structures and Algorithms; Algorithm II; Javascript; Python; Introduction to Computer Architecture; Databases; Operating Systems

## Experience

### **AIRBNB | SOFTWARE ENGINEER INTERN | MAY 2018-PRESENT**

- Front-end/full-stack software engineer intern on the Lux team.

### **FACEBOOK | SOFTWARE ENGINEER INTERN | JAN-MAR 2018 (HTML, CSS, JS, PHP, GRAPHQL)**

- Built multiple launch-blocking frontend features for an internal tool on the News Feed team.
- Quickly ramped up on massive codebase and new technologies including PHP, React, and GraphQL.
- Built a redesigned version of the internal tool and migrated it from PHP to React and GraphQL.
- Delivered all required features several weeks ahead of schedule and built several extra features.

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

- Software development and program management intern.
- Designed and developed end-to-end news content aggregation feature for Edge browser new tab page.
- Increased user engagement with new tab page and content exposure for news provider partners.

### **UNIVERSITY OF PENNSYLVANIA | CIS 120 & CIS 320 TA | JAN 2017-PRESENT**

- Teaching assistant for introductory Java program design course and intermediate algorithms course.
- Developed and graded recitation, homework, and exam material and conducted weekly office hours.

## Projects

### **DATA VISUALIZATION IN VR | NOV 2016 (C, UNITY, CARDBOARD)**

- Built a data visualization app; data modeling is animated in virtual reality (for Cardboard headset use).

### **OHQ: OFFICE HOURS QUEUE | SEP 2016 (JAVASCRIPT, CSS, HTML, FIREBASE)**

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

### **BATTLESHIP GAME | MAY 2016 (JAVA, SWING)**

- Built a Battleship game with enemy AI, 2D gameboard, real-time status display, and persistent leaderboard.

## Languages

Java (JUnit, Swing), C, C#, OCaml, PHP, GraphQL, MySQL, Python, Javascript, CSS, HTML