

DOROTHY CHANG

SOFTWARE ENGINEER | UNIVERSITY OF PENNSYLVANIA '19

SKILLS EXPERIENCE

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

Develop and teach material for weekly recitation of approximately 20 students. Java Conduct one-on-one code reviews with students to reinforce best coding practices. **OCaml** Hold weekly office hours for students to get help on lecture material, homework, etc.

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

Wrote scripts to use Essentia, a data lake management platform, to organize raw data. **HTML**

Modeled data from large public data sets on different platforms including RStudio and Kibana. C#

Python RESEARCH INTERN • UNIVERSITY OF SOUTHERN CALIFORNIA • JUNE-DEC 2014 (ANDROID)

MySQL Implemented user activity and head movement tracking in a Google Glass Android app.

R **EDUCATION**

Technologies

Android

Unity BSE, COMPUTER SCIENCE • MAY 2019 • UNIVERSITY OF PENNSYLVANIA

Linux/Unix Mathematical Foundations of Computer Science; Programming Languages and Techniques I & II in Java;

JUnit Data Structures and Algorithms; Automata, Computability, and Complexity; Javascript; Algorithms II (IP)

Swing **PROJECTS**

AWS EC2 BATTLESHIP GAME • MAY 2016 (JAVA, SWING)

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

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

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

Built an office hours queue web application at PennApps (hackathon at Penn). Essentia

Implemented front end and back end functionality: maintaining real time database of students,

RStudio updating interactive display, and tracking relevant metrics.

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

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

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







