

DOROTHY CHANG

SOFTWARE ENGINEER | UNIVERSITY OF PENNSYLVANIA '19

SKILLS EXPERIENCE

Languages DEV/PM INTERN • MICROSOFT • MAY-AUG 2017 (CURRENT)

Java Software development and program management intern.

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

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

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

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

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

Linux/Unix

Android

Eclipse

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

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

Unity EDUCATION

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

Swing Programming Languages and Techniques I & II in Java; Data Structures and Algorithms; Automata, Computability, and Complexity; Algorithm II; Javascript; Python; Introduction to Computer Architecture

AWS EC2 PROJECTS

Sublime BATTLESHIP GAME • MAY 2016 (JAVA, SWING)

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

Data

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

Essentia

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

RStudio

Registron of Bonn Appa (hockethon of Bonn)

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

Elasticsearch Implemented front and back end: real time database, interactive status display, and metrics tracking.

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).







