Eason Yu-Hao Chang

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO, LA JOLLA, CA
BACHELOR OF SCIENCE IN MATHEMATICS, COMPUTER SCIENCE Expected Graduation: 2019
MINOR IN BUSINESS

- Major GPA: 3.89; Overall GPA: 3.70
- Provost Honors in Fall 2015, Winter 2016, Spring 2016, and Fall 2016

SKILLS

- Programming Languages:
  - *Proficient*: C++, Java, C, ARM Assembly, C#
  - *Prior Experience*: Python, Swift, HTML
- Tools: Git, Linux, Make, Valgrind, GDB

PROJECTS

CSVR, GROUP PROJECT, WINTER 2017 - CURRENT

- An interactive visualizer for various data structures in virtual reality for the purpose of Computer Science education.
- A group project, in which collaborating and coordinating with a group of 5 developers.
- Implemented an interactive stack, hash table in three different collision strategies in Unity using C#.

3D PAC MAN, WINTER 2017

- Used unity and C# to make a Pac Man game with 3D objects.
- Designed a level with Pac Man using the model of roll a ball.

THE DESIGNATED DRIVER, SD HACKS 2016

- Used virtual reality to make data visualization interactive and informative.
- Developed a drunk driving stimulation in HTC Vive to teach and inform people of the consequences and experience of drunk driving.

2048, CLASS PROJECT, 2016

- Observed the logic behind the game and implemented the game using java code.
- Added on GUI features after logic is implemented.

ADDITIONAL EXPERIENCE

ELEMENTARY INSTITUTE OF SCIENCE
PART TIME INSTRUCTOR | SAN DIEGO, CA | SEPT 2016 – PRESENT

- Prepares lesson plans and hands on teaching to teach introductory concepts of computer science
- Utilizes online tools such as code.org to introduce basic for loop, methods, and code execution to elementary school students.
- Instructs and oversees mini coding projects for over 50 students

RELEVANT COURSEWORK

- Basic Data Structure and Objected Oriented Programming
  - Implemented Binary Search Trees, Hash Tables, Stacks, LinkedLists in Java, C and C++
- Algorithms and System Analysis
  - Gained the skills to analyze algorithm's runtime/efficiency, and methods of searching and sorting
- Computer Organization & System Programming
  - Used C and ARM Assembly to implement sorted arrays, and encoding and decoding
- Advanced Data Structures:
  - Implemented Binary Search Trees, Ternary Search Trees, Huffman algorithm
- Used various data structures and graphing algorithms to solve encoding, graph problems