

Eason Chang

<http://easonychang.me> | yuc247@ucsd.edu | 858.703.7026 | La Jolla

SKILLS

PROGRAMMING LANGUAGE

Proficient:

C++	HTML
Java	CSS
C	

Familiar:

JavaScript	MATLAB
Python	SQL
C#	ARM
Swift	Assembly

LIBRARIES & FRAMEWORKS

Bootstrap	SQLite
jQuery	MongoDB
Unity	MySQL

IDE & TOOLS

Android	GDB
Studio	Valgrind
XCode	VIM
Git	

LINKS

Website:// www.easonychang.me

Github:// [easonychang](https://github.com/easonychang)

LinkedIn:// [easonychang](https://www.linkedin.com/in/easonychang)

RELEVANT

COURSEWORK

Data Structure
Algorithm Analysis & Design
Artificial Intelligence
Theory of Computations
Unix Tools and Scripting
Computer Organization
Software Engineering
Discrete Mathematics

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

BACHELOR OF SCIENCE IN MATHEMATICS, COMPUTER SCIENCE

Expected Graduation: June 2019 | La Jolla, CA

Cum. GPA: 3.51 / 4.0

Awards:

- Provost's Honors List
- James R. Bunch Scholarship Awardee

PROJECTS

TIP EASY | PERSONAL PROJECT

Summer 2017

- Built a tip calculator with Swift that calculates the tips based on the pre-tax bill when entering the post-tax amount.
- The app is able to take in the user's current location, find the corresponding zip code with Core Location library, and use the zip code to query from an SQLite database to find the matching tax rate, and finally display the calculated total.

CSVR, UCSD | GROUP PROJECT - SOFTWARE DEVELOPER

Dec 2016 – Apr 2017 | La Jolla, CA

- Worked in a team of five to develop a Virtual Reality experience and an education tool where you can learn many introductory concepts of computer science and data structures.
- Implemented the back end and the design of interactive data structure, such as stack and hash table in three different collision strategies in Unity using C#.

2048 | PERSONAL PROJECT

Winter 2016

- Observed logic behind the puzzle game 2048, in which you can use the up, down, left, right keys to move the tiles on the board to get the number on the tiles to add up to 2048.
- Used Java and GUI to build the game with modifications, such as making the game available board with size of 10 by 10, instead of the original 4 by 4 board.

ADDITIONAL EXPERIENCE

ELEMENTARY INSTITUTE OF SCIENCE | PART TIME

INSTRUCTOR FOR COMPUTER SCIENCE

Sep 2016 – Jun 2017 | San Diego, CA

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