

Edward Chang | Software Engineer

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Citizenship: Canadian

Skills

- **Web Development:** Express, React, JavaScript, TypeScript, HTML5, CSS/Sass, UI/UX, socketIO
- **Backend:** Java, Python, C++, AWS, MongoDB, SQL, Unit Testing, Cloud Computing, Docker
- **Misc:** Apex, Salesforce Admin, Git, Perforce, Automation, UNIX, Artificial Intelligence, Jenkins

Work Experience

Square Enix – Online Services Programmer Intern

Jan 2022 – Aug 2022

- Developed in an agile environment with daily scrum meetings, sprints, etc.
- Built a pre-deployed internal API tool that tracks player in-game progress across multiple game platforms and sends the data using triggers for data analytics resulting in game teams having better progress-tracking data.
- Building a client-side rate limiting tool to preserve internal API tool from reaching capacity due to poor user code or bugs. Resulting in more efficient runtime of the internal server.

Salesforce (Formerly Traction on Demand) – Development Intern

May 2021 – Dec 2021

- Experience in all phases of Software Development Life Cycle (SDLC) and project life cycle processes from analysis, design, development, testing, and implementation.
- In a team environment, created workflows and API endpoints in a custom Salesforce solution for a client resulting in a more efficient client experience.
- Consistently finished user stories ahead of the estimated deadline resulting in more bandwidth to help with other intern projects and studying for Salesforce certifications.

Personal Projects

NFT Portfolio – Sole developer

Sep 2022 – Present

- Production web application that determines the total value of NFTs in a cryptocurrency wallet address. Modelled to deliver financial insights much like other financial apps such as QuestTrade, Mint, etc. Within a week of product launch, the application reached over 2000 unique users.
- Server codebase optimized to handle > 500 concurrent with load balancers, data caching, and mutual exclusion/data queueing. Data scraper optimized to handle > 300,000 requests/month.

Plannr – Full Stack Developer

Oct 2021 – Present

- Architected a travel planning web application which includes developing a minimal viable product, new features, and reducing tech debt with a 2-year technical roadmap.
- Increasing user experience with features such as single sign on, drag and drop, action-validation, and short-hand queries to the database.

Education

- **Western University** Bachelor of Engineering in Software Engineering
- **Fanshawe College** Diploma in Travel and Tourism