Edward Chang | Software Engineer

Email: Edwardchang2000@gmail.com   **Phone:** +1 905 805 9149
Portfolio: http://www.echang.dev/   **LinkedIn:** www.linkedin.com/in/edwchang
GitHub: http://www.github.com/echang49   **Citizenship:** Canadian

Skills

- JavaScript/TypeScript, Node.js, React/Next, Express, HTML5, CSS/Sass
- Java, Python, C++, MongoDB, Docker, Jenkins, UNIX, AWS, Unit Testing, Git

Work Experience

Square Enix – Online Services Programmer Intern   **Jan 2022 – Aug 2022**

- Developed in an agile environment with daily scrum meetings, sprints, etc.
- Built an 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.
- Built a client-side rate limiting tool to preserve internal APIs from reaching capacity due to poor game 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**

- Launched an NFT portfolio project based on market demand that reached over 11,000 unique users and 50,000 unique sessions within a month by launching a production web application using MongoDB, Express, Next.js, and Golang.
- Increased average engagement time of users 714% from 16 seconds to 1 minute 54 seconds by reducing the server's mean-time-to-failure and providing increased insights to users through data caching, mutual exclusion/data queueing, and more data scraping.

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