

Edward Chang | Software Engineer

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Citizenship: Canadian

Skills

JavaScript, TypeScript, Node.js, React/Next, Express, HTML, CSS, Java, Python, C++, MongoDB, Docker, Jenkins, Kubernetes, UNIX, Cloud Computing (AWS), Testing, Git

Work Experience

Pelmorex (The Weather Network) – Software Developer (Co-op)

Jan 2023 – May 2023

- Upgraded the accuracy of a weather description generator through data aggregation with over 2,000,000 daily API requests in TypeScript by 83% resulting in hyper-accurate weather descriptions for end-users.
- Reduced telemetry by > 93% in storage for the above application through log aggregation and reduction of log fields resulting in a decreased cost for storage space and possibilities for more complex data analytics.
- Built Jenkins pipeline to automatically convert weather templates provided by meteorologists as an excel file to SQL databases stored on S3 through Python frameworks such as Pandas resulting in lower dependencies of developers from the clients for updates. Deployed on Docker and run in Kubernetes.

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 a deeper understanding of player behaviour.
- Built a client-side rate limiting tool to preserve internal APIs from reaching capacity due to poor game code or bugs resulting in increased stability of internal game servers.

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 better client experience requiring less clicks to perform certain actions.

Personal Projects

[NFT Portfolio](#) (Open Source) – Lead developer

Sep 2022 – Present

- Launched an NFT portfolio web service 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.

Education

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