Edward Chang

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TECHNICAL SKILLS

Languages: Proficient in Python, JavaScript/TypeScript; knowledgeable in C/C++, Java
Web Development: Proficient in HTML/SCSS, Node.js, React, Express; knowledgeable in Spring
Developer Tools: Git, Docker, Jenkins, Linux, Amazon Web Services (AWS), Google Cloud Platform (GCP)
Misc: Software Development Life Cycle (SDLC), Agile Methodologies

PROFESSIONAL EXPERIENCE

Junior Software Developer | *TypeScript, Python, Docker, Jenkins, SQL, Jest, K6*   Jan. 2023 – May 2023
Pelmorex (The Weather Network)   *Mississauga, ON*
- Improved TypeScript weather description generator by 83% for hyper-accurate weather descriptions with 2M+ daily API requests.
- Reduced telemetry storage for weather description generator by 93% via aggregation and field reduction, resulting in decreased costs and improved analytics.
- Used knowledge of SDLC to elicit requirements from clients and implement a Jenkins pipeline in Python to convert weather templates from Google Sheets to sqlite3 files on AWS S3 resulting in improved client productivity.

Backend Developer Intern | *C++, Java, Spring, Docker, Jenkins, MongoDB, JUnit*   Jan. 2022 – Aug. 2022
Square Enix (Acquired by Embracer Group in 2022)   *Montréal, QC*
- Developed a Java-based API tool to track player progress across multiple platforms, improving data analytics for enhanced insights into game-player behavior.
- Implemented a C++ client-side rate limiting tool to improve game server stability during high player traffic, mitigating game-wide crashes caused by bugs/spamming, upholding the game company's interests.
- Provided team with insights on industry advancements and standards in HTTP rate-limiting, facilitating well-informed design decisions.

Software Developer Intern | *Java, JavaScript, HTML/CSS, SQL*   May 2021 – Dec. 2021
Traction on Demand (Acquired by Salesforce in 2022)   *Burnaby, BC*
- Enhanced client experience by implementing custom workflows and API endpoints in Salesforce, reducing clicks required to perform actions.
- Designed and implemented unit testing strategies to maintain code coverage above 80% for projects.
- Collaborated on troubleshooting errors across various projects, including identifying and resolving issues in lightning web components, flows, and unit tests.

PROJECTS

NFT Portfolio | *TypeScript, Golang, NextJS, Express, Redis, MongoDB, DigitalOcean*   Sep. 2022 – Feb. 2023
- Launched a web service from market demand, attracting 11K+ unique users and 50K+ unique sessions within a month.
- Increase of 714% in average user engagement time, from 16 secs to 1 min 54 secs, by optimizing server performance through techniques such as reducing mean-time-to-failure, implementing data caching, request queuing, and data scraping, resulting in improved user experience and increased insights.

Web3 Rental Platform | *Solidity, MongoDB, React, Express, JavaScript/TypeScript*   Nov. 2022 – Mar. 2023
- Led the integration of Solidity for blockchain development within a yearlong MERN project, rapidly mastering new technologies to deliver a robust cryptocurrency platform.
- Demonstrated exemplary leadership skills by efficiently organizing team tasks, facilitating decision-making, and maintaining a cohesive development process. Resulted in an on-time project delivery and high team satisfaction.
- Proactively played a pivotal role in troubleshooting complex technical issues, resolving critical issues within a short time-frame, resulting in improved team productivity and code quality.

EDUCATION

Georgia Institute of Technology | *M.Sc. Computer Science (Remote, Part-Time)*   Aug. 2023 – Present
University of Western Ontario | *B.Eng. Software Engineering*   Sep. 2018 – June 2023