

Elton Chang

eltonchang0424.github.io/portfolio/

github.com/eltonchang0424

(408) 600-9749

eltonchang0424@gmail.com

Education

University of California, Irvine **B.S. Computer Science (September 2018 - June 2022)**
Irvine, CA

Experience

Amazon (AWS Division) Software Engineer (August 2022 - Present)

Santa Clara, CA

- Built RESTful APIs and NodeJS frontend for an internal tool used by over 80,000 employees allowing them to help AWS customers, improving their user experience and boosting yearly company revenue
- Collaborated with other internal teams to flow data from one team to another, allowing in depth analysis of user metrics for a more streamlined process for employees

Amazon (AWS Division) Software Engineer Intern (June - September 2021)

Seattle, WA

- Developed an internal tool used by over 20,000 employees on a day to day basis
- Created a manager dashboard using React and NodeJS, allowing managers to gain an overview of their team's day to day activities
- Deployed new lambda functions and APIs, letting managers alter key configurations of their direct reports

Projects

Allergize (2020)

React Native, NodeJS,
Express, JavaScript, HTML,
CSS

- Developed Android app in team of four during HackUCI that allows users to take pictures of their food and automatically scans for allergies
- Worked on frontend to create smooth user interface and frontend/backend integration of object detection using external APIs
- Winner of the "Best AI Hack"

Stonks (2020)

React, NodeJS, Express,
MongoDB, Python,
JavaScript, HTML, CSS

- Developed web app in team of two that allows users to backtest various investment strategies over history of stock market
- Worked on backend using MongoDB to store stock and backtest information
- Designed various backtest strategies using JavaScript and Python

Tetris AI (2020)

Python, OpenCV

- Created program to play multiplayer online version of Tetris (JStris)
- Reads screen using OpenCV contour detection to compute game state
- Passes information as heuristics into scoring function to compute optimal move

Flappy Bird AI (2018)

Unity, C#

- Recreated Flappy Bird game in Unity using C#
- Used the genetic algorithm to train feedforward neural network that predicts optimal time to jump given current position

Skills

Programming

- Python, Java, JavaScript, TypeScript, C#, C, C++, CSS, HTML, SQL

Frameworks & Tools

- AWS, React, NodeJS, Express, MongoDB, OpenCV, Unity, MySQL