Eric Chang (He/Him)

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EDUCATION

Honors Diploma of Computer Information Technology Sep 2020 - Dec 2022
British Columbia Institute of Technology, 4.0 cGPA

Coursework towards BSc Computer Science Sep 2018 - Apr 2020
University of Toronto

EXPERIENCE

Stemcell Technologies

Data Analyst Co-op Jan 2022 – Nov 2022

Technologies: JavaScript, Python, SQL, Power BI, Tableau, Excel/Sheets, Sharepoint, GCP, SAP

- Engineered an internal document management solution enabling scientists to edit Microsoft Office documents from the browser. Over 350 documents were migrated during this process.
- Synthesized business intelligence reports on key performance metrics and presented data to high-level execs to highlight findings, and recommend changes.
- Optimized data model architecture in SQL for balanced performance and functionality of Power BI reports. Report loading time was reduced from 20 minutes to <1 minute.
- Developed a tool automating data entry tasks from Excel/SAP Warehouse to SQL Server saving over 8 hours of personnel time. Designed an internal data validation algorithm used by other analysts to cross-check source and migrated data.

PDFTron

Software Developer - Contract work Sep 2021 – Dec 2021

Technologies: Next.js, Firebase, JavaScript, HTML, CSS, Node.js, Jest, Circle CI, Figma

- Designed Firebase data architecture for fast management of documents and collections.
- Implemented a feature for live-update of the office app, eliminating reservation conflicts.
- Programmed administrative CRUD functions for organizing office space objects (tables, offices, floor plans, etc.)

SOFTWARE PROJECTS & HIGHLIGHTS

Heart Attack Prediction Model

Technologies: Python, Pandas, Numpy, Matplotlib, Seaborn, Machine Learning

- Built a predictive model using the K-nearest neighbors algorithm to determine the likelihood of developing coronary heart disease within 10 years.
- Performed hyper-parameter tuning using the elbow method to determine optimal clusters to ensure training data is properly divided.

Othello

Technologies: Java, JavaFX, Junit

- Recreated the Othello board game using JavaFX for GUI and animations. Implemented PvP, and PvE game modes with 2 difficulty levels for AI (random and greedy).
- Implemented Junit tests to ensure data integrity, rule enforcement, and stateful gameplay.
- Established and tested hypothesis on win rates of AI difficulty given the order of play.

SKILLS

Frameworks & Tools: Flask, Bootstrap, Kafka, Git, MongoDB, Node, Express, Firebase, .NET
Languages: Java, Python, JavaScript, HTML, CSS, Swift, Bash, Shell, SQL, DAX, R
DevOps: Kubernetes, Docker, Terraform, Jenkins, SonarQube, Ansible, AWS, GCP, Azure
Software: Tableau, PowerBI, Excel, Data Studio, SQL Server, Visio, Jupyter Notebook