

# Henry Chang

SOFTWARE ENGINEER · PART-TIME SUPERHERO

Santa Clara, CA

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## Skills & Aptitude

**Languages** Javascript (9) · HTML (8) · CSS (8) · Python (6) · C# (4) · Java (2) · C++ (2)

**Technologies** Node.js · React · Redux · Electron · Bootstrap · MaterialUI · jQuery · MongoDB · Bamboo · Perforce · Git · Bitbucket · Bitrock Installbuilder · SQL · Github

## Work Experience

### Senior Software Engineer

Feb. 2022 - Present

SK HYNIX MEMORY SOLUTIONS AMERICA INC.

San Jose, CA

- Created a desktop GUI application using Electron + React, which enabled users to remotely access and run tests in several systems from a single system.
- Implemented advanced GUI features (e.g., browser-like tabs for each system connection, UI update mechanism, package download/retrieval from Bamboo server, Text Editor / IDE for editing code in remote systems, etc.).
- Designed & deployed a server application with a partner to manage multiple GUI user access to a remote system.
- Enhanced GUI & GUI Server stability by employing verbose logging (of UI processes, server processes, and inter-process communication).
- Collaborated with a Korea-side partner team to unify validation tools to greatly expand our customer base.

### Software Engineer

May 2019 - Feb 2022

SK HYNIX MEMORY SOLUTIONS AMERICA INC.

San Jose, CA

- Added NVMe 1.3, 1.4 & 2.0 spec-specific features into the team validation tool per customer request.
- Implemented advanced features to team software installation kit using Bitrock InstallBuilder Enterprise (e.g., conflicting application detection & termination, UI & driver installation, etc.).
- Set up & maintained the team's build server (which was used by several teams to compile/build their products). Managed the Bamboo build streams which used the build server.
- Served as Scrum Master over the course of a year, enhancing team efficiency by managing the team processes and meetings.

### Software Engineer Intern

March 2019 - May 2019

SK HYNIX MEMORY SOLUTIONS AMERICA INC.

San Jose, CA

- Implemented a data tracking & validation mechanism (called "Data Checker") for a virtual driver. Still used by customer teams without any issue reports.
- Improved quality of code base by integrating Clang Static Analyzer to the team tool, and enabling code analysis on every automated build.
- Created a new npm package called "GYP converter", to convert .gyp data to .json objects without Python dependency.
- Upgraded team tool to be able to compile using Visual Studio 2017 instead of Visual Studio 2013.

## Side Projects

### Personal Website

[HTTPS://GITHUB.COM/JIWONCHANG/PERSONAL-WEBSITE](https://github.com/jiwonchang/personal-website)

- Created RESTful routes following standard convention.
- Used Bootstrap to organize and design the webpage layout.
- Connected to MongoDB for database storage (for creating/editing/deleting blog & portfolio entries).
- Implemented parallax scrolling effect for background images and modal image display for Portfolio image gallery.

### GYP Converter

[HTTPS://GITHUB.COM/JIWONCHANG/GYP-CONVERTER](https://github.com/jiwonchang/gyp-converter)

- Created a gyp-to-json parser, with no dependency on Python installation.
- Used extensively as part of software tool build process, to pass build information to Clang Static Analyzer.

## Education

### University of California, Berkeley

Berkeley, CA

B.A. IN APPLIED MATHEMATICS

Aug. 2015 - Dec. 2017

- Studied Computer Science as Major Specialization. Studied CS courses such as Data Structures and Upper-Division Algorithms.
- Transferred from UC Santa Barbara after 2 years as an Honors Program student.