

Jeremy Raphael Chang

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EDUCATION

University of California, Irvine

Jun 2022

B.S. in Computer Engineering, Minor in Information and Computer Science

GPA: 3.38

WORK EXPERIENCE

Software Engineer Intern

Jun 2022 – Sep 2022

Liferay – Diamond Bar, CA

- Programmed 28 features for client project while shadowing under full stack developers for 170+ hours learning the OSGi framework and Liferay's open-source Java code
- Deployed full-stack web application in MVC pattern with FTL, JSP, jQuery, and Java using Gradle build tools within Tomcat web server
- Presented project features and updates from Scrum Sprint through weekly meetings in front of client team

IT-Grid Services Intern

Jun 2021 – Jun 2022

Southern California Edison – Rosemead, CA

- Built an internal web application with HTML, CSS, JavaScript, and Python to standardize engineers' operational tasks ensuring a set quality of work for all device configurations and increased the overall network reliability
- Automated inefficient tasks to decrease installation times by 450 days (10.8K manhours) over a 3-year period across 50+ sites.
- Reduced direct labor cost savings by \$700K over 3 years
- Hosted web application through Docker on internal Linux server

PROJECT AND RESEARCH EXPERIENCE

Undergraduate Research Assistant

Jan 2021 – Jun 2021

UCI Donald Bren School of Information & Computer Sciences – Irvine, CA

- Managed weekly documentation under Professor Mark Baldwin's oversight of device for blind users
- Oversaw Windows desktop implementation of Windows 10 automation with Python frameworks

ToDo Cal

Oct 2020 – Dec 2020

Personal Project

- Designed a to-do list Python program that automatically schedules tasks using Google Calendar API

Summer Learning Academy Extern

Jun 2020 – Jul 2020

AT&T – Remote

- Acquired business and technical acumen along with personal growth and professional development
- Completed entry-level training in human resources, finance, advertising, media and technology, communication, and leadership

Fitness Watch Application and Design

Dec 2018 – Mar 2019

School Project – Finalist of 6 teams

- Programmed step counting and stair climbing algorithm using C++ and Arduino components
- Pitched slide deck project idea and won funding from Professor Kulinsky for hardware and manufacturing

SKILLS AND AWARDS

Programming: C, C++, CSS, Docker, Git, HTML, Java, JavaScript, Python, Visual Basics

Awards: *Grid Services DX Innovation Award (2021):* Selected out of 100+ projects within department for most impact and contribution to company vision. Oversaw and programmed frontend implementation of Nokia Automation project.