Joe Chang

237 West 26th Avenue, Vancouver, BC
(604)-899-0936
joekang95@gmail.com
joekang95.github.io

TECHNICAL SKILLS	**Languages**		**Applications**	**Operating Systems**
	• C++	• HTML/CSS	• Visual Studio	• Windows
	• Java	• JavaScript	• Eclipse	• Mac OS
	• C	• PHP	• PyCharm	• Linux
	• Python		• Unity	

EXPERIENCE

Hierarchical Triangular Mesh Index for Astronomical Data June 2016 – February 2018
Prof. Meng-Feng Tsai – National Central University | Taoyuan, Taiwan
- Collaborated with a team of 4 students using HTM concept to develop on SPARK on YARN (Hadoop) environment

PROJECTS

VR Game – The Exam Artist January 2020 – May 2020
Augmented, Virtual and Mixed Reality (CSCI 538) – University of Southern California | Los Angeles, CA
- Developed using Unity and Oculus Rift. As a group of 9 people, we created a VR 'cheating' game. The player is in an exam with a strange and hard quiz. The only way to answer correctly is cheat in a variety of ways.

Inverse Kinematics March 2020 – April 2020
Computer Animation and Simulation (CSCI 520) – University of Southern California | Los Angeles, CA
- Implemented Inverse Kinematics (IK), Forward Kinematic (FK), and Skinning on the given models. Users can drag the IK handles to animate the model, e.g. armadillo, in real time

Product Search iOS App April 2019 – May 2019
Web Technologies (CSCI 571) – University of Southern California | Los Angeles, CA
- Used AWS server and eBay API to write an iOS app that users were able to search for products and look further into the product's details and related products.

Ray Tracing March 2019 – April 2019
Computer Graphic (CSCI 420) – University of Southern California | Los Angeles, CA
- Developed with OpenGL. Built a ray tracer that could handle opaque, mirror surfaces with lighting and shadows. Included features such as antialiasing, soft shadows, and motion blur.

Roller Coaster Simulation February 2019 – March 2019
Computer Graphic (CSCI 420) – University of Southern California | Los Angeles, CA
- Developed using OpenGL and used Catmull-Rom splines to create the rails that the camera can move in a reasonable speed physically realistic over the rails

Interactive Video Player & Hyper-Linking Video Tool November 2018 – December 2018
Multimedia System Design (CSCI 576) – University of Southern California | Los Angeles, CA
- Developed an Interactive Multimedia Content that combines video with a non-linear information structure, allowing a user to make choices based on the content of the video

EDUCATION

Masters of Science in Computer Science (Multimedia and Creative Technologies) August 2018 – May 2020
University of Southern California | Los Angeles, CA
- Obtained a cumulative GPA 3.92 / 4.00

VOLUNTEER EXPERIENCE

Remote Mountain District Service June 2012
Jie Shou Elementary School | Fuxing District, Taoyuan, Taiwan
- Provided educational service to elementary children in a remote village
- Designed courses and activities with a group of 20+ students

EXTRA-CURRICULAR

Student Association of Computer Science and Information Engineering Department 2015 – 2016
National Central University | Taoyuan, Taiwan
- Vice director of News and Information Division

INTERESTS

- 10+ years of experience playing piano; 7 years of experience playing bass guitar
- 7 years of experience photography and editing films