

Joe Chang

📍 237 West 26th Avenue, Vancouver, BC

☎ (778)-855-2566

✉ joekang95@gmail.com

🐙 joekang95.github.io

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| TECHNICAL SKILLS | Languages <ul style="list-style-type: none">• C++• Java• C• Python <ul style="list-style-type: none">• HTML/CSS• JavaScript• PHP Applications <ul style="list-style-type: none">• Visual Studio• Eclipse• PyCharm• Unity Operating Systems <ul style="list-style-type: none">• Windows• Mac OS• Linux |
| EXPERIENCE | Hierarchical Triangular Mesh Index for Astronomical Data June 2016 – February 2018 <i>Prof. Meng-Feng Tsai – National Central University Taoyuan, Taiwan</i> <ul style="list-style-type: none">• 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 <i>Augmented, Virtual and Mixed Reality (CSCI 538) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• 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 <i>Computer Animation and Simulation (CSCI 520) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• 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 March 2019 – May 2019 <i>Web Technologies (CSCI 571) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• 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. Also had PHP and Node.JS version of website. Ray Tracing March 2019 – April 2019 <i>Computer Graphic (CSCI 420) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• 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 <i>Computer Graphic (CSCI 420) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• 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 <i>Multimedia System Design (CSCI 576) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• 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 <i>University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• Obtained a cumulative GPA 3.92 / 4.00 |
| VOLUNTEER EXPERIENCE | Remote Mountain District Service June 2012 <i>Jie Shou Elementary School Fuxing District, Taoyuan, Taiwan</i> <ul style="list-style-type: none">• 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 <i>National Central University Taoyuan, Taiwan</i> <ul style="list-style-type: none">• Vice director of News and Information Division |
| INTERESTS | <ul style="list-style-type: none">• 10+ years of experience playing piano; 7 years of experience playing bass guitar• 7 years of experience photography and editing films |