

Joe Chang

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TECHNICAL SKILLS	Languages <ul style="list-style-type: none">• C++• Java• C• Python• HTML/CSS• JavaScript• PHP• Assembly Language (x86, MIPS) Applications <ul style="list-style-type: none">• Visual Studio• Eclipse• Code::Blocks• Xcode 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• Assisted laboratory students on document writing Visualization of Institutional Research Data June 2016 – June 2017 <i>National Central University Institutional Research Office – National Central University Taoyuan, Taiwan</i> <ul style="list-style-type: none">• Collaborated with a team of 3 students to visualize merged data into various graphs to discover relations between sets of data
PROJECTS	Product Search iOS App April 2019 <i>Web Technologies (CSCI 571) – University of Southern California Los Angeles, CA</i> <ul style="list-style-type: none">• Developed an iOS Mobile application, which allows users to search for products using the eBay APIs, get product details, add products in wish list, and post on Facebook. 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 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. Roller Coaster Simulation February 2019 – March 2019 <ul style="list-style-type: none">• <i>Computer Graphic (CSCI 420) – University of Southern California Los Angeles, CA</i>• 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
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
EDUCATION	Masters of Science in Computer Science (Multimedia and Creative Technologies) August 2018 – Present <i>University of Southern California Los Angeles, CA</i> Bachelor of Science in Computer Science and Information Engineering September 2014 – June 2018 <i>National Central University Taoyuan, Taiwan</i> <ul style="list-style-type: none">• Received 5 Presidential Rewards, achieved as top 3 students in department• Obtained a cumulative GPA 3.97 / 4.00
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 Organizer of Campus E-sports Competition October 2015 – March 2016 <ul style="list-style-type: none">• Managed document and finance
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