Justin Chang

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EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA BARBARA *Expected Graduation June 2024*
Bachelor of Science, Computer Science *GPA: 3.8/4.0*

Relevant Coursework:
- Data Structure and Algorithms, Computer Architecture, Discrete Math, Linear Algebra, Multivariable Calculus, Statistics

EXPERIENCE

WEB APPS INTERN – APPLOVIN *June 2021 – Present*
- Introduced test-driven development into the data aggregation projects which increased code coverage from 14% to 88%
- Designed the testing framework used to provide a simple and standardized method to test all third-party data collection
- Implemented unit and integration tests to identify any regressions when communicating with third-parties
- Optimized validation testing methods to prevent interference with production from third-party rate limits
- Set up the continuous integration of Maven projects with Jenkins for automatic building and testing

SOFTWARE ENGINEER INTERN – ORTEXO *July 2020 – September 2020*
- Worked with a scrum team in biweekly sprints to develop the company product, company blog, and company website
- Developed endpoints for the REST API using Express.js that handled user data and posts for the company product
- Interfaced with MongoDB through the Mongoose ODM to store user information, user posts, and user session data
- Designed reusable and responsive React.js components to display over 200 users and posts

SOFTWARE ENGINEER INTERN – SUSTAIN *March 2019 – July 2019*
- Developed the front-end of the company website using React.js and Bootstrap to improve the company's online presence
- Increased traffic to the website by over 500% by creating original SEO content and utilizing other SEO techniques

PROJECTS

MONOPL.IO *January 2021*
- Designed a remake of the classic Monopoly board game with the option to add custom rules and features
- Created a PostgreSQL relational database that utilized polymorphic associations to distinguish game tiles
- Used GraphQL queries and mutations to retrieve and edit normalized game data from the Ruby on Rails GraphQL API
- Updated the client-side game state in real time using WebSockets and GraphQL Subscriptions

JELLI *September 2020*
- Developed a full-stack web application to help users manage projects and tasks through a card-based organization system
- Designed a normalized schema in Django Rest Framework that used PostgreSQL and a React.js front-end
- Performed unit tests using Django Test-Execution Framework and End-to-End tests using Cypress for React.js components

PATHFINDER *June 2020*
- Created a JavaScript widget that generates and solves mazes with an animated GUI made in React.js and HTML5 Canvas
- Implemented Dijkstra's and A* algorithms to find a shortest path through mazes generated by Kruskal's algorithm

COOKIE IDE *April 2019*
- Created a JavaFX drag and drop develop environment for JavaFX GUI components and applications
- Implemented socket programming over TCP to save and retrieve previous files

SKILLS

LANGUAGES/FRAMEWORKS
- Java, JavaScript, Python, C++, Ruby
- Maven, React.js, Express.js, Ruby on Rails, Django, Jenkins

MISCELLANEOUS
- Agile Development, Git, GraphQL, REST, Unix

HONORS

EAGLE SCOUT *October 2019*
- Led and participated in hundreds of hours of volunteer service projects

DEAN'S HONOR *Present*
- Maintained a 3.75 or higher GPA for the term