

Justin Chang

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Education

UC Santa Barbara
BS, Computer Science
Expected Grad June 2024

Relevant Coursework

Multivariable Calculus
Linear Algebra
Statistics and Probability
Java Programming
C++ Programming

Links

github.com/just-in-chang
justinchang.xyz
linkedin.com/in/just-in-chang

Skills

Languages

JavaScript, Java, Python, C++,
Ruby, Elixir

Libraries

React.js, Express.js, Ruby on
Rails, Django Rest Framework,
Phoenix

Miscellaneous

Git, GraphQL, Unix

Others

Chinese (Mandarin)
Task Dedication
Project Management
Agile Development

Leadership

Eagle Scout
Varsity Swim Team Captain
Water Polo Team Captain

Experience

Ortexo

Software Engineer | July 2020 – September 2020

- Worked with a **scrum** team in biweekly sprints to develop company products, the company blog, and the company website
- Developed endpoints for the **REST API** that handled user profile data in **Express.js** for NPO Core, a platform to help the growth of nonprofits
- Interfaced with **MongoDB** through the **Mongoose ODM** to store organization posts and user session data for NPO Core
- Designed **React.js** components to display 200+ organizations and posts

SUSTain

Software Engineer Intern | March 2019 – July 2019

- Utilized **React.js** and **Bootstrap** to develop the front-end of a website
- Created function React components using states, props, and media queries

Projects

Monopl.io | January 2021

- A remake of Monopoly with the option to add custom rules and features
- Created a normalized relational database using **Ruby on Rails**
- Used **GraphQL** mutations and queries to retrieve and edit game data
- Utilized **polymorphic associations** to distinguish different game tiles
- Updated client-side game state in real time using **WebSockets**

Jelli | September 2020

- A **full-stack** web application to help users manage projects and tasks through a card-based organization system
- Created a normalized data model in **Django Rest API** that used **PostgreSQL**
- Performed **unit tests** using **Django Test-Execution Framework**
- Utilized **Cypress** to perform **End to End** tests for **React.js** components

Pathfinder | June 2020

- A JavaScript widget that generates and solves mazes
- Implemented **Kruskal's algorithm** to randomly generate a maze
- Used **Dijkstra's Algorithm** and **A* Search Algorithm** to efficiently determine the shortest path through the maze
- Added animated GUI to portfolio website using **React.js** and **HTML5 Canvas** to display the maze and the traversed path

Cookie IDE | April 2019

- Created a **JavaFX** drag and drop development environment for JavaFX GUI components and applications
- Implemented socket programming over **TCP** to save and retrieve files