

Kyle Jang



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Courses

Software Design

Data Structures
and Analysis

Software Tools and
Systems Programming

Principles of Programming
Languages

Communication skills for
Computer Scientists

SKILLS

Java

Python

C

JavaScript

HTML

CSS

SQL

Git

React Native

Software design
patterns

Data structures

Jira

Scrum

EDUCATION

Computer Science Major, Statistics Minor, Sociology Minor
University of Toronto

2017 – Present

Work Experience

Software Developer in Test at CaseWare (May 2020 – April 2021)

- Developed Python scripts that increased the efficiency of the team by reducing the time needed to setup test environments
- Developed JavaScript and JMeter scripts to carry out load testing for hybrid cloud products which helped identify performance issues
- Created a test suite in C# for testing the COM API of a desktop application

PERSONAL PROJECTS

Workout Journal (December 2020)

- Developed a workout journal app using React Native and local MongoDB that allows users to log their workouts and track their progress
- Features include an add workout function, a rest timer, and a chart to track progress

Personal Notepad (July 2019)

- Created an application using HTML, CSS, and JavaScript that allows users to edit, delete, and personalize the color of each note they create

Recipe Finder (August 2019)

- Created an application using HTML, CSS, and JavaScript that uses the Edamam Recipe Search API to look up different recipes for specified foods

SCHOOL PROJECTS

Online Assessment Platform (April 2020)

- Created an online assessment platform using Node.js, React.js, and MongoDB that allows teachers to gauge their students' participation and material comprehension
- Features include a course manager, an attendance tracker, and a quiz maker
- Worked in a team of seven using Git and followed Scrum procedures

Paint Program (December 2018)

- Created a drawing program using Java that included a save, undo, and redo feature
- Used Command, Factory, and Strategy design patterns to make code flexible and maintainable
- Worked in a team of four using Git and followed Scrum procedures

Tower of Hanoi Puzzle (February 2018)

- Created a Python program that lets users play a modified Tower of Hanoi Puzzle by interacting with a GUI
- Coded the program using Model-View-Controller architecture