

# 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 the test environments
- Developed JavaScript and JMeter scripts to carry out load testing for hybrid cloud products
- Performed integration testing for a desktop application by creating C# scripts that simulate user inputs

## 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

**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 include features which allow teachers to gauge their students' participation and material comprehension (e.g. attendance tracking and 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