Kevin Chang

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Education

University of California, Berkeley

2015 – present

B.A. Candidate in Computer Science, anticipated graduation 2019

Major GPA: 3.82

Relevant Coursework

Data Structures, Structure and Interpretation of Computer Programs, Machine Structures, Designing Information Devices and Systems, Object Oriented Programming, Discrete Math and Probability Theory, Advanced Java Programming

Programming Languages and Databases

Programming Languages: Python, Java, Swift, Scheme, C++, C

Web: HTML, CSS, JavaScript, PHP, React

Databases: MySQL, SQLite

Experience

Software Engineering Intern - Appex Networks: Milpitas, CA

May-August 2016

- Wrote tests to automate testing of content delivery acceleration software and VPN services
- Analyzed performance data on client side delivery speed, latency, and packet loss and wrote a performance report detailing these results
- Designed web portal using PHP and JavaScript on CentOS to enable user account and subscription management

Blockchain at Berkeley

January 2017-Present

- Leading a development team to create a decentralized and transparent marketplace for Renewable Energy Certificates (RECs)
 - Won people's choice award at SunCode 2017

iOS Apps for Special Needs Students

June 2016-Present

- Lead a team that created iOS apps to help students practice image and sound association, basic memory, logic, critical thinking, and music, including the following apps:
 - Keyboard, Matching Cards, Tic Tac Toe, Catching the Last Fish, Slap Jack, Images and Sounds
 - These projects can be viewed at https://specialneedscomputergroup.github.io/

Independent Projects

- Designing an iOS and Android app that allows users to create and subscribe to event schedules using Firebase and GoogleCalendar API
- Created a Wikipedia Crawler that attempts to find a path between two Wikipedia articles by only using hyperlinks in the current article. It implements a directed breadth-first search approach
- Designed networked multiplayer game in Java simulating Disney "Tron" light bikes, including architecture design, APIs, user manual, test plan, and test program
 - https://github.com/laskdaf/TronGame