

Michaela Chang

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EDUCATION

University of Southern California

Aug 2021-May 2025

Bachelor of Science in Computer Science. Minor in 3-D Animation.

GPA: 3.98

Honors: Presidential Scholar • USC Viterbi Dean's List (4 semesters)

Coursework: Full-Stack Webdev • Discrete Math • Software Engineering • Data Structures • Algorithms • OOP • Multithreading

SKILLS

Programming Languages/Tools: JavaScript • Java • C/C++ • Dart • Angular • React.js • Svelte • SQL • PHP • HTML/CSS

Technologies: Git/Github • Figma • Visual Studio • Eclipse • Autodesk Maya

Languages: Chinese (Native)

EXPERIENCE

STEP Software Engineer Intern | Google Ads Insights

May 2023-Aug 2023

Google

- Completed 2 software projects using the full software development process (wrote **design documents**, conducted design reviews, implemented features, performed **unit tests**, executed **A/B testing**). Culminated in authoring 24 changelists and approving 17 others.
- Overhauled Explanations card for Google Ads search terms report to display more detailed advertisement data, projected to improve user experience for 10-15% of Google Ads customer base (worth multi-billions in USD).
- Refactored Insights homepage chart to align with product-wide migration towards a new design, with new features estimated to reach 100k+ users in a 7-day window.
- Single-handedly created **UI mockups** during a designer shortage, communicated extensively with backend and UX engineers to ensure mockups met project needs for both visual design and data presentation.
- Accomplished with full stack development on a monolithic codebase using **Angular, Dart, Java, HTML, CSS (Sass)**.

Front-End Developer, UI/UX Designer | Trojan Dining

Dec 2021-Present

Trojan Computer Science Society

- Collaborated with a team of 8 to plan, design, and develop a student-first web application redesign of USC Residential Dining Menu website.
- Created dynamic frontend code base in **React.js**, easily adapts to additional menu items, mealtimes, and dining locations.
- Independently conceptualized a clear visual hierarchy to display hundreds of daily-refreshing menu items in **Adobe XD**.
- Designed and implemented a mobile-first responsive UI prioritizing fast readability and convenience for student target market with collapsible menus and persistent mealtime/location headers. Achieved with **Bootstrap** and **CSS (Sass)**.

Course Producer | ITP 380 (Video Game Programming), CSCI 103 (Intro to Programming)

Aug 2022-May 2023

University of Southern California

- Perform detailed code reviews for assignments focusing on C++ readability, OOP organization, and style guide adherence.
- Reinforced student learning by leading weekly lab lectures on essential programming skills (**debugging, memory management**). Dedicated 4 office hours weekly to helping an average of 3-5 students on homework and lecture material.
- Fostered one-on-one relationships with a 7-student cohort through bi-weekly meetings and email check-ins on topics such as lecture pacing, homework strategies, midterm review.

Art Director, Panelist | Jasper and the Spirit Skies

Aug 2018-Nov 2021

Canyon Crest Academy

- Established concept art and illustration pipeline for a children's comic book teaching environmental stewardship.
- Ensured quality and style consistency across multiple artists through critiques and weekly check-ins with the writing team. Focused on balancing individual artists' creative freedoms and delivering a cohesive project.
- Provided behind-the-scenes insight as a 3-time San Diego Comic-Con panelist into comic production workflow when managing multiple artists.

PERSONAL PROJECTS

Front-End Developer | [starpath](#)

Feb 2023

HackSC Hackathon 2023

- Developed an offline **Android** navigation app helping users navigate unfamiliar locations without internet access.
- Won 1st place for Global Impact vertical at USC's flagship hackathon involving 200+ other participants.
- Implemented frontend using **Flutter** and **Dart** to send, listen, and parse SMS texts providing navigation directions.