

Emily Chang



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Education

Bachelor of Computing, Computer Science (Co-op)

September 2022 - April 2027

University of Guelph

- Dean's Honour List, GPA: 3.9
- Minor in Mathematics
- Relevant Courses: Object-Oriented Programming, Data Structures, Operating Systems, Differential Equations, Statistics

Skills

Programming Languages: Java, JavaScript, Python, C, HTML, CSS, SQL, R

Tools & Technologies: Linux, Eclipse, PhpStorm, Git, Docker

Work Experience

Front-End Developer, BizZone

March 2022 - June 2022

- Collaborated in a team to utilize HTML & CSS for website development.
- Monitored and examined updates for images & videos hyperlinks.

Teaching Assistant, University of Guelph

January 2024 - April 2024

- Instructed 100+ students Discrete Mathematics concepts through effective communications and facilitating tutorials and office hours.
- Offered clear verbal guidance to explain complex applications in simple matter

Residence Assistance, University of Guelph Student Housing

August 2023 - April 2024

- Facilitated engaging community-wide events and provided resources for 40+ students.
- Employed MS Office for communications, analysis, and documentation to enforce building policies and safety protocol.

Digital Marketing Designer, Google Developer Student Club

January 2024 - Present

- Volunteering to provide code assistance for participants about Firebase.
- Creating sponsorship package, hacker package and social media post designs to optimize the promotion of our GDSC hackathon event.


Personal Projects

RA Schedule Generator | Python, SQL, HTML/CSS

 milychang19/ResShiftGenerator

- Implemented dynamic scheduling for flexible building data to minimize human errors.
- Developed a user-friendly interface for efficiently parsing and integrating CSV files of monthly off requests into a structured database.

Mancala Board Game | Java, OOP, GUI, JUnit

 milychang19/MancalaGame

- Employed object-oriented game design and serialization to implement diverse settings and components, enhancing code modularity and extensibility.
- Integrated unit testing to validate inheritance abstraction layers and error handling.

AI Battleship Game | Java, OOP, Eclipse

 milychang19/BattleshipGameAI

- Collaborated with a partner to create a Machine Learning and AI algorithm for analyzing and predicting opponent's battleship placements.
- Applied object-oriented development principles to enhance gameplay and implement a robustness and reliability system.

Volunteer/ Extra-curricular

VP Communication, Society of Computing and Information Science January 2024 - May 2024

- Elevated student engagement through strategic design of digital marketing campaigns.