





Emily Chang

EC my-portfolio ·  Emily Chang ·  milychang19 ·  echang07@uoguelph.ca ·  +1 (416) 451-9306

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, Statistics, User Interface Design, Cryptography

Skills

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

Frameworks: React, TailwindCSS, Swing, JUnit, Firebase

Tools & Technologies: Linux, PhpStorm, Git, Docker, Azure DevOps, Jenkins, Visual Studio

Work Experiences

Software Developer, Magnet Forensics

September 2024 - December 2024

- Conducted artifact regression testing and analyzed hit differences to ensure precision and product reliability.
- Enhanced artifact parsing by updating SQL databases, refining schemas, and writing parsing logic in C# to support digital forensics investigations and incident response.
- Carried out extensive debugging on null checks to address missing evidence.

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 matters.

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.


Residence Assistance, University of Guelph Student Housing

August 2023 - Present

- 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.

Personal Projects

Mancala Board Game | Java, OOP, Swing, 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.

Extra-curricular/ Volunteer

Head Digital 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.

VP Communication, Society of Computing and Information Science

January 2024 - May 2024

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