

KAI-HAN (KELLY) CHANG

khc385@nyu.edu, (347)248-5125, Brooklyn NY
<https://github.com/rasca0027>, <http://www.kaihan.me/>

EDUCATION

New York University, Brooklyn, NY May 2018
Master of Science, Integrated Digital Media (GPA: 3.85)
National Taiwan University, Taipei, Taiwan Jun 2015
Bachelor of Business Administration, Information Management

PROFESSIONAL EXPERIENCE

Toii Virtual Gaming Lab, *Fullstack Game Developer* Jun 2017 - Nov 2017

- Developed a full back-end API services and front-end app for a mobile game that has more than 10,000 downloads from AppStore and Google Play, including all the APIs using node.js for the gameplay and user login and management system, as well as a cross-platform app using Ionic Framework.
- Metro Romance: a location-based Augmented Reality mobile game collaborated with Kaohsiung Metro System. Players go around the city to progress the storyline, and the different dialogue options leads to different endings.

PyLadies Taiwan, *Representative* Nov 2015 - Jul 2016

- Organized more than 10 events such as tutorials and workshops to teach women Python and related topics.
- Continuously teaching Django in DjangoGirls Taipei Workshops for around 50 female participants.

GliaCloud Inc., *Back-end Engineer Intern* Jan 2015 - Mar 2016

- Developed back-end API services and websites using Python and Django.
- APICake: Received Gold Award in Taipei Open-data Contest. Developed the dashboard for an external B2B service which provides handy management for complicated data APIs.
- Codeme, Playground for Coders: Built the main structure and functionality of a gamification platform for engineers to form communities and learn together, and conducted user researches on it.

OTHER PROJECTS

MakeSense May 2017 - August 2017
MakeSense is a political platform helping users build their point of view by informative interactive videos and questions

- Built a website for interactive videos and user opinions. The system will record and analyze user's choice to present a certain political standing and link to specific actions to take.

ElderTranslator: A Family-sourcing Gesture Translator for Elders May 2016
Without a common language, it is hard for elders and their caregivers to communicate fluently. ElderTranslator helps elders to express their needs nearly real-time with a family-sourcing system. ([github repo](#))

- Developed an automatic replying LINE messenger bot and a family-sourcing system using Django, deployed on Heroku.
- Built physical button layout linked to back-end system for elders using Arduino and Bluetooth module.

Journalist's Life Saver: A Telepresence Drone Decr 2015
Created a new way to mutually communicate with people in remote location by drones

- Built an intuitive API to control ARDrone through body motion detected on Kinect and Google Cardboard.
- Developed mutually interaction system for ARDrone to communicate with remote people with Raspberry Pi.

CULKER Taiwan Sep 2015 - Apr 2016
A project aimed to help people see the true beauty of Taiwan by recommending authentic attractions and telling stories behind the scene. Let the local people tell the local stories.

- Built the entire service, from front-end to back-end (Django), from the layout design to all the database and server functions, including a dashboard for the company to manage travel schedule and a system for customers to book the trip and pay online, deployed on AWS EC2. ([github repo](#))

TECHNICAL SKILLS

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- Python, Javascript, node.js, C#, C/C++, HTML/CSS
 - Django, Unity (2D/3D/VR/AR), Linux, Git, Docker, AWS, Google Cloud Platform, MySQL, MongoDB