

Ryan Chang

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Education

University of Toronto

2017 - 2021(Expected)

- Bachelor of Science, Computer Science Specialist • Major GPA : 3.55

Relevant Coursework:

- Multivariable Calculus • Software Design • Computer Organization • Linear Algebra
- Theory of Computation • Systems Programming • Data Structures • Databases

Programming Skills

- Languages: Java, C++/C, JavaScript, HTML, CSS, Verilog HDL
- Tools/Technologies: Git, React, PostgreSQL, Android Studio, Node.Js, Express.js, Socket.io

Projects

Bomber Man Android Game | [Demo](#)

2019 - 2020

- Designed and developed an Android Game in **Java** using the model view presenter.
- Developed classes with clear responsibilities, employed design patterns and OOP principles to keep codebase extensible and readable.
- Utilized git to monitor changes within the project and learned how to collaborate and communicate with teammates while using git best practices.

Redflags.io | <https://redflagsio.herokuapp.com/>

2020 - now

- Built a multiplayer card game that utilizes socket.io for real time communication between game engine and players.
- Developed front end using **React** and **Node.JS**.

Sport Meetup Website | sportnetwork.firebaseio.com

2016 - 2017

- Independently developed web-based application designed to help athletes meet up, discover and host single day/on-going league based sporting events.
- Utilized **JavaScript** to present sport event information, including team rosters and team schedules, in real-time using Google Firebase's database API.
- Simplified processes such as joining, discovering and creating sporting events nearby by presenting both a list and map view format along with automatic matchup scheduling and league ranking.

Interests

- Religiously follow the NBA • Love the outdoors • Food enthusiast