

Ryan Chang

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Education

University of Toronto

Expected: 12/2021

Bachelor of Science, Computer Science Specialist • Major GPA : 3.57

Relevant Coursework :

- Multivariable Calculus • Software Design • Machine Learning • Operating Systems
- Theory of Computation • Systems Programming • Data Structures • Databases

Experience

Filament AI | Software Engineering Intern

07/2020 - 09/2020

- Developed a variety of interactive chatbot functionalities and customized a responsive, WCAG AA compliant chatbot using **Redux** and **React** for a Canadian kids mental health counselling company.
- Implemented several frontend **React** components for investment pipeline monitoring workflow dashboard and developed dynamic email digest compilation **Node.Js** app for an NYC private equity fund.

Programming Skills

- **Languages:** JavaScript, Python, Java, C/C++
- **Tools/Technologies:** Git, React, Redux, PostgreSQL, Node.Js, Express, MongoDB, Mongoose, Numpy, Sklearn, Flask, Android Studio.

Projects

My-NBA | my-nba.herokuapp.com

11/2020 - Now

- A full stack web application that explores machine learned based statistical analysis in the NBA.
- Developed **Python** based machine learning backend API using **Sklearn** and **Flask**.

Redflags.IO | redflagsio.herokuapp.com

05/2020 - 06/2020

- A multiplayer web party card game.
- Utilizes **Socket.io** in **Express** for bidirectional communication between server and clients.
- Implemented frontend using **React** and deployed on Heroku.

RcMeme.Js | [landing page](#)

10/2020 - 12/2020

- Canvas based **JavaScript** library used to make create memes that can be embedded in websites.

Drenalin | sportnetwork.firebaseio.com

06/2017 - 09/2017

- Independently developed **JavaScript** based web app designed to help athletes meet up, discover and host single day/on-going league based sporting events.

Bomber Man Android Game | [demo](#)

08/2019 - 10/2019

- 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.

Interests

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