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 | redflagsio.herokuapp.com   2020 - now

- Built a multiplayer card game that utilizes socket.io in **Node.Js** for bidirectional communication between server and clients.
- Developed front end using **React**.

Drenalin | sportnetwork.firebaseapp.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