

# Ryan Chang

+1 647 962 5400 | ryanrz.chang@mail.utoronto.ca | <https://github.com/tyranitar898>

## Education

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### University of Toronto

2017 - 2021(Expected)

- Bachelor of Science, Computer Science Specialist • Major GPA: 3.45

### Relevant Coursework:

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

## Programming Skills

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- Languages: Java, C++/C, Python, JavaScript, HTML, CSS, Verilog HDL
- Tools/Technologies: Git, React JS, PostgreSQL, Android Studio

## Projects

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### Bomber Man Android Game | [Demo](#)

2019 - 2020

- Designed and developed an Android Game in **Java** using the **model view presenter** design pattern.
- Developed classes with clear responsibilities, employed design patterns and adhered to **SOLID principles** of programming to keep codebase extensible and readable.
- Implemented character control classes and defined game interactions.
- Worked in a team of 6 and used **git** as version control.

### Sport Meetup Website | [sportnetwork.firebaseio.com](http://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

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