Evan Chang

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Education

University of California, San Diego

Bachelor of Science, Mathematics-Computer Science

SEPTEMBER 2016 - JUNE 2020

Cumulative GPA: 3.494
Junior Standing

Relevant Coursework

COMPUTER SCIENCE

Object-Oriented Programming, Data Structures, Software Tools and Techniques, Discrete Mathematics, Computer Organization and Systems Programming, Algorithms (on-going)

MATHEMATICS

Linear Algebra, Calculus and Analytic Geometry, Differential Equations, Vector Calculus, Mathematical Reasoning, Combinatorics, Statistical Methods, Modern Algebra (on-going)

COGNITIVE SCIENCE

Introduction to Data Science. Data Science in Practice

Skills

Proficient in	Experience in	
Java	 ARM architecture gi 	t
• C++	 BASH ■ ac 	db
• C	• html • So	QLite
Python	• js • M	IATLAB
 Unix/Linux 	• css • Pl	hotoshop
• vim	• R • M	licrosoft Office Programs
	gdb	3

Work Experience

Robosion

JULY 2018 - SEPTEMBER 2018

Software Development Consultant

- Trained natural language processing AI (Wit.AI, Amazon Lex, DialogFlow) to understand a user for English teaching robot.
- Developed games and conversations for robot in Android Studio.
- Created and organized spreadsheets and SQLite database for robot's content.
- Managed two writers to create content for robot.

Projects

UCSD Class Scheduler Chrome Extension

• Adds a button to UCSD class scheduling site that adds class schedule to Google Calendar.

YouTube Trending Videos Exploration

- Worked in a team to find how videos go trending on Youtube through correlations between videos.
- Cleaned, scraped, and analyzed publicly accessible data on YouTube's trending videos.

Huffman Compress/Decompress Program

- Implemented encoding and decoding of any file with bitwise I/O.
- Used Huffman algorithm to encode/decode efficiently.

Six Degrees of Kevin Bacon

• Designed and implemented a graph that finds the shortest path within six degrees between two actors through co-actors in movies they have starred in.

Egyptian Ratslap Game

Replicated the card game Egyptian Ratslap for two players in Java with a GUI.

Awards

Meritorious Award in High School Mathematical Contest in Modeling (HiMCM)

Created a mathematical equation to find the amount of time it takes for a train full of people to
exit a station for a 36 hour mathematical model team-based competition.