Evan Chang

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Education	**University of California, San Diego**	
	Bachelor of Science, Mathematics-Computer Science	Cumulative GPA: 3.475
	SEPTEMBER 2016 - JUNE 2020	Junior Standing

Relevant Coursework

COMPUTER SCIENCE
Object-Oriented Programming, Data Structures, Software Tools and Techniques, Discrete Mathematics, Computer Organization and Systems Programming, Algorithms, Theory of Computation

MATHEMATICS
Linear Algebra, Calculus and Analytic Geometry, Differential Equations, Vector Calculus, Mathematical Reasoning, Combinatorics, Statistical Methods, Modern Algebra, Numerical Optimization

COGNITIVE SCIENCE
Introduction to Data Science, Data Science in Practice

Skills

Proficient in
- Java
- C++
- C
- Python
- Unix/Linux
- vim

Experience in
- ARM architecture
- BASH
- HTML
- Javascript
- CSS
- R
- gdb
- git
- adb
- SQLite
- MATLAB
- Photoshop
- Microsoft Office Programs

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

Tetris T-Spin Helper (LA Hacks Project)
- Worked in a team to code a customized Tetris game that helps players recognize T-Spin setups.
- Created an algorithm to identify areas on the board to make shadow pieces to appear for T-spins.

UCSD Class Scheduler Chrome Extension
- Adds a button to UCSD class scheduling site that adds class schedule to Google Calendar.
- Planned iCloud Calendar implementation.

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.

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.