

VINCE CHANG

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Portfolio: <https://vincehacks.github.io>

OBJECTIVE

- Energetic and hard working UCSD Senior looking for a **Full-time position** in Front-End or Back-End focusing on Web Development, Mobile App Development, UI/UX.

EDUCATION

University of California, San Diego, CA — September 2014 - Present

- Computer Science, B.S — **March 2017 expected graduation**

Skyline College, San Bruno, CA — June 2010 - May 2014

- Associate in Arts, Mathematics
- Associate in Arts, Interdisciplinary Studies Letters & Science
- Associate in Arts, Interdisciplinary Studies Social/Natural Sciences
- Associate in Science, Natural Science
- Magna Cum Laude, 3.64 GPA

WORK EXPERIENCE

Instructional Assistant, University of California, San Diego, CA, September 2016 - Present

Usability and Information Architecture (COGS 187A)

- Assist professor with designing curriculum and leading lectures that emphasize on user interaction, research, prototyping with design tools
- Guide students to build a personal web portfolio in the HTML and CSS language

Software Engineering Intern, DIRECTV, El Segundo, CA, June 2016 - September 2016

- Performed system level functional software testing for NFL Sunday Ticket on various platforms: iOS, Android, Windows, Samsung, Amazon, Google
- Learned the Django Platform which emphasizes on the MVC pattern and implemented the system flow documentation
- Worked with Load-Test Engineers to measure system performance (throughput, response time, cpu/memory, % error traffic load-balancing on VM clusters)
- Worked with System-Test Engineers and Cross-Functional Engineers to identify, analyze, and document any defects discovered during test and verification cycles
- Identified and analyzed system workflow while maintaining latest NFL software builds
- Reviewed project specifications, gathered requirements, and updated management in SCRUM meetings
- View what I did at my 12 week internship here: <http://tinyurl.com/zmw7zes>

Computer Science Tutor, University of California, San Diego, CA, March 2015- June 2016

- **Software Engineering (CSE 110)**
Assisted students with an introduction to software development and engineering methods, including specification, design, implementation, testing, and process Encouraged and emphasized on team development, agile methods, and use of IDE's
- **Introduction to Computer Science: Java I (CSE 8A)**
Assisted students with hands-on experience with designing, editing, compiling, and executing programming constructs and application in the Java Language
- **Software Tools & Techniques Laboratory (CSE 15L)**
Each lab focuses on a different topic such as: vim, unix, GDB, Valgrind, GIT, Python

RELEVANT SKILLS

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|----------|--------------|------------------|----------------|
| • Java | • HTML | • Django | • Agile Method |
| • Python | • CSS | • Github | • MVC Pattern |
| • C++ | • JavaScript | • Android Studio | • Tutoring |