

Jinhee Chang

404-960-1461 | jinheechang0329@gmail.com | [linkedin.com/in/jinhee-chang](https://www.linkedin.com/in/jinhee-chang) | github.com/wlsgml03

EDUCATION

Georgia Institute of Technology

Aug 2022 – Present

Bachelor of Science in Computer Science

Atlanta, GA

Relevant coursework: Data Structures & Algorithms, Intro to Artificial Intelligence, Machine Learning, Objects and Design Principles, Computer Organization and Programming

TECHNICAL SKILLS

Languages: Python, Java, C, C++, C#, Matlab, JavaScript, TypeScript, SQL (Postgres), HTML, CSS, R, LaTeX

Developer Tools: Git, Docker, NodeJS, React, AWS, Google Cloud Platform, VS Code, Arduino IDE/PlatformIO, Visual Studio, PyCharm, IntelliJ, Figma, Angular

WORK EXPERIENCE

Full Stack Developer Intern

May 2024 – Aug 2024

Deluxe Corporation

Sandy Springs, GA

- Developed a critical debt collection and invoice service feature integrated with existing company software infrastructure in an Agile Scrum environment, leading to increased cross-functional efficiency between business and technology teams through \$4M estimated profit within first year of launch.
- Built REST APIs using C# and Swagger to integrate with PostgreSQL and internal software, enabling data retrieval and interaction with the database for the invoice SaaS.
- Designed and prototyped user interfaces in Figma, creating wireframes that ensured design consistency across the full-stack web application.

Robotics Research Assistant

Jan. 2023 – May 2024

Georgia Institute of Technology

Atlanta, GA

- Conducted research into human robot interaction with artificial intelligence using two way ANOVA tests and thematic analysis, contributing to significant findings regarding AI deception and corresponding apologetic response.
- Co-authored and presented published research on human robot interaction and benefits to AI deception at the ACM/IEEE Conference on Human-Robot Interaction (HRI) and IEEE RO-MAN.

PROJECTS

Computer Vision Object Identification | *Visual Studio, NumPy, Pandas, GitPages*

Jan. 2025 – May 2025

- Created an unsupervised machine learning pipeline to automatically identify and categorize kitchen utensils by integrating data preprocessing, feature extraction, regression and clustering in Python using NumPy and Pandas with Git for 75% consistent accuracy.
- Utilized Matplotlib for data visualization to discover classification errors, leading to improved safety measures in real world kitchen applications using Machine Learning.

Custom Spotify Competition Application | *Django, Figma, Node.js*

Aug. 2024- Dec. 2024

- Designed and implemented highly responsive front-end interface by translating 20+ Figma wireframes into HTML/CSS components for both web application and mobile.
- Built custom algorithm and RESTful API, integrating with existing Spotify framework to compare listening data between two users in an interactive experience.

Robojackets Project Manager | *Google Cloud Platform, Arduino*

April 2024 - April 2025

- Developed an embedded program using Arduino that interacts with sensors and motors in order to develop intelligent autonomous algorithms for a robot that competed at an international stage.
- Led a successful recruitment initiative that expanded the program's membership by 370%, from 17 members to 63