

JACK (KENG-WEI) CHANG

Redmond, WA
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SUMMARY

“Self-motivated, passionate, and dedicated team player commits to excellence.”

[**Programing**] Javascript, C/C++, C#, Python, PHP, Ruby, Lua, HTML, CSS, Java

[**Web Dev**] LAMP, MEAN, ROR, Python + Flask, SQL/NoSQL, RESTful, Heroku, AWS, GAE, Jasmine

PROJECTS

Web App: [Kwik Post](#) **Programmer** **Coding Dojo Bootcamp** **Aug. 2015 – Aug. 2015**

- Team of 6. Ruby on Rails Stack. C2C marketplace. 5 days hackathon.
- PostgreSQL, Bootstrap, PaperClip, Google Maps API, GeoCoder, OmniAuth, Javascript, Ajax, Heroku
- Worked both backend and frontend functionalities specifically on user and product listing modules.

Web App: [Bon Appetit](#) **Programmer** **Coding Dojo Bootcamp** **Jul. 2015 – Jul. 2015**

- Team of 2. Full MEAN Stack. Online restaurant menu showcase. 72 hours hackathon.
- ERD, RESTful, MVC, JWT, MongoDB, ExpressJS, AngularJS, NodeJS, HTML5, Bootstrap, Ajax, bower, grunt.
- Lead Designed and Implemented the web application.

Game: [The Last Rose](#) **Programmer** **DigiPen Institute of Technology** **Oct. 2013 – Dec. 2013**

- Team of 3. Python. 2D Action Puzzle Platformer Game. Gameplay. Game Trailer.
- Designed Game Concept. Implemented Game Play and Combat System.

Software: [Kinect Math](#) **Programmer** **University of Washington** **Jul. 2011 - Apr. 2012**

- Team of 2. C#, WPF, Kinect SDK, MVC. Math teaching software for K-12 teachers.
- **2012 US Microsoft® Imagine Cup Finalist.** Software Design Category.

PUBLICATIONS

[“Learn 2D Game Development with C#”](#) APress. Book. **Co-author** **Sep. 2012 - Dec. 2013**

[“Kinecting to Mathematics through Embodied Interactions”](#) IEEE. **Co-author** **Oct. 2013**

[“Experience with Dream Coders: a developing a 2D RPG for teaching introductory programming concepts”](#) CCSC. **Co-author** **Oct. 2012**

EDUCATION

Udacity **Nov. 2015 – Dec. 2015**

- Full Stack Web Development Nanodegree

Coding Dojo Bootcamp **Jun. 2015 – Sep. 2015**

- Double Black Belt Qualification in Full Stack Web Development

DigiPen Institute of Technology **Oct. 2013 – Dec. 2015**

- Completed 77 credits towards B.S. in Computer Science in Real-Time Interactive Simulation

University of Washington **Oct. 2012 - Jun. 2013**

- Completed 10 credits towards M.S. in Computer Science & Software Engineering

University of Washington **Oct. 2010 - Jun. 2012**

- B.S. in Computer Science & Software Engineering