

# Evan Chang

evanmchang@gmail.com | linkedin.com/in/evanchangy | github.com/uvanchang

## University of California, San Diego

Bachelor of Science, Mathematics-Computer Science

SEPTEMBER 2016 - JUNE 2020

---

### Skills

#### Languages

- Go
- Javascript
- SQL
- Bash
- HTML
- CSS
- Python
- C++
- C
- Swift
- Java
- C#

#### Software

- Git
- Node.js
- Unix/Linux
- JQuery
- Gitflow
- Docker
- Unity
- Android Studio
- MATLAB
- Excel

#### AWS Services

- Redshift
  - S3
  - SQS
  - Lambda
  - EC2
  - RDS
  - Cloudwatch
- 

### Work Experience

#### Ezoic

JULY 2020 - PRESENT

Software Engineer II

- Built an adaptable instream and outstream ad system that improved pageview revenue by 16%.
- Integrated video ad header bidding and optimized video ad requests by incorporating bid retries, bid floors, ad break positioning, skippable ads, and ad length growing revenue by 8500% over 3 years.
- Developed YouTube importing pipeline to upload users' videos with >200,000 videos over 1.5 years.
- Built resumable asynchronous downloader/uploader with AWS Lambdas improving processing by 100%.
- Created AWS Lambdas/SQS queue to collect data through YouTube APIs to improve video product.
- Updated Chrome Extension to insert and customize video players into client websites.
- Built client-facing dashboard UI elements to customize video players and placeholders.
- Contributed to building a video player placeholder system that matches and inserts videos into web pages.
- Developed a video player including video playlists, sharing button, lights on/off, floating features.

#### Anifie (previously Robosion)

JUNE 2019 - APRIL 2020

Software Development Consultant

- Contributed to a Unity application in C# that hosts live virtual concerts with personalized user avatars.
- Assisted in iOS application development in Swift that lets users generate videos of themselves dancing with only one photo through REST API calls.
- Built a Message Chat Extension and Keyboard Extension in Swift that sends personalized GIFs to friends.
- Developed Facebook Messenger Bot that sends personalized GIFs to friends through Node.js webhook server with REST API calls.
- Designed and scripted Spark AR face filters in Javascript.

#### Robosion

JULY 2018 - SEPTEMBER 2018

Software Development Consultant

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

### Projects

#### Activity Tracking Discord Bot

- Developed an interactive Node.js Discord bot to track user activity within a 100+ member server.
- Built an interface for Discord members to pull user metrics on demand.
- Created an SQLite database and utilized an image generation package to compile top 5 user lists for each stat category.
- Tracked individual user message count metrics for the entirety of a Discord server's life and outlined into timelines/charts.

#### Tetris T-Spin Helper (LA Hacks Project)

- Collaborated in a four-person team to build a Tetris browser 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.
- Extended base Tetris game with hold piece and next piece queue functionality.

#### UCSD Class Scheduler Chrome Extension

- Appended a button to UCSD class scheduling webpage that parses the page, determines user's class times and finals schedule, and adds events to the user's Google Calendar.
- Implemented OAuth authorization and Google Calendar APIs to insert classes and finals events.
- Maintained Chrome Extension for >30 users over 2 years.