

CHRISTOPHER CHANG

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EDUCATION

Chapman University

Orange, CA

Pursuing a BS in Software Engineering

Aug 2019–Current

Presidential Scholarship

worth \$36,000 / year

GPA: 3.988

SKILLS

Programming Languages: C#, Ruby, Javascript, Rust, C++, Haskell, Lua

Frameworks/Libraries/APIs: Rails, React, Unity, OpenGL

Technical Tools: Git, Vim, VS Code, Zsh, Postman, cURL

Linux Distribution: Arch Linux

PERTINENT COURSEWORK

- Data Structures & Algorithms
- Operating Systems
- Programming Languages
- Artificial Intelligence
- Game Development
- Human-Computer Interaction
- Computer-Supported Cooperative Work

SELECTED SCHOOL PROJECTS

Tom Torrey's Kittens with Cannons

<https://tomtorrey.itch.io/kwic>

A cooperative, side-scrolling, shoot-em-up game in 2D. Playable via website. Local co-op with controllers. I implemented automatically-aimed bullets, the pause menu, light transitions, and automotive combat. And I fixed many, many bugs.

Unity, C#, Trello

Screen Hero

https://github.com/tarekel96/Electron_BackgroundImage_App

A partially-implemented screen-saver program which pulls images from Instagram and Reddit and displays them in a timed slideshow. I handled the Instagram API, parts of the front-end pertaining to Instagram, and testing on both Windows and Linux.

Javascript, React, Electron, Instagram Basic Display API, Postman, cURL, Trello

dice-monad

<https://github.com/Superchig/dice-monad>

A simple CLI program which parses dice notation (as used in *Dungeons & Dragons*) and simulates dice rolls accordingly.

Haskell, BNFC

SELECTED INDEPENDENT PROJECTS

rolf

<https://github.com/Superchig/rolf>

A terminal file manager which displays images with the kitty image protocol. Shows the previous directory, current directory, and previews in a three-pane layout.

Rust, GitHub Actions, Kitty Image Protocol

dmv-scrapers<https://github.com/Superchig/dmv-scrapers>

A web scraper which finds open driving appointments for the CA DMV and sorts by them by time and location. Uses one of Google's APIs to calculate travel distance between locations.

Ruby, Selenium WebDriver, Google Distance Matrix API

spellbinder-rails<https://github.com/Superchig/spellbinder-rails>

An incomplete implementation of the spellbinder game using Rails. Styled with Bootstrap. Has working authentication and form input.

Ruby, Rails, Bootstrap, Rspec, Pry, Byebug, Devise

apartpopulation<https://github.com/Superchig/apartpopulation>

An incomplete video game engine with simple text rendering and very primitive, extremely basic UI elements. Originally intended to simulate and interact with fantasy worlds over time, this side project never made it that far.

C++, OpenGL, GLSL, CMake, Valgrind