# **Wan-Ting Chang**

215.290.7616 <u>wanting-c.com</u> 4277 78<sup>th</sup> St., Fl. 3 <u>github.com/kiya69</u> Queens, NY 11373 wchang4@stevens.edu

#### Skills

(Ordered by proficiency)

 Specialties: Website design, development, and implementation, Cross-browser compatibility, Responsive Web Design, User Experience Research, Kinect Applications

- Programming Languages: JavaScript, JSON, AJAX, HTML5, CSS, C/C++, C#, ASP.NET, Java, jsp, SQL, NoSQL
- Libraries: jQuery, Angular.js, Three.js, Node.js, Bootstrap, openFrameworks, WordPress, WebGL, OpenGL, Gulp, Grunt
- Databases: MySQL, Microsoft SQL Server, Microsoft Access, CouchDB, MongoDB, Oracle 9i
- Graphic Design Tools: Adobe Illustrator, Adobe Photoshop, Adobe InDesign
- Languages: English, Mandarin, Japanese

# Work **Experience**

## Floored, Inc.

New York, NY

1.2014 - 2.2015

Contract Software Engineer

- Researched and developed a fallback version of the 3D contents so the clients can view the 3D model with an almost seamless experience and a faster speed. It supports different browsers from Windows IE8 to Google Chrome, and written in pure, low-level JavaScript and html. Demo: http://depot.floored.com/scenes/North-Forest-Pilot-Suite-201/lite
- Helped modify, add, and improve features to the production site using JavaScript, jQuery, RequireJS and NodeJS. For example, implement different UI upon clients' requests, change the floor plan when navigating to different floors, implement colliders or bounding boxes for certain models, and navigate to different spots in the model with one click or press the space bar. Demo: http://labs.floored.com/clients/q-holdings/214-west-39/
- Built a website that shows the information of each unit of a building and calculates the total space sqft of the selected units using html5, WebGL, ThreeJS, AngularJS, and gulp (Node.js). The users can modify the units' information using a specific Google Spreadsheet. The program will then transfer it into JSON files for loading the information. Users can take screenshots and send out a url with selected units to communicate with different clients. Demo: <a href="http://kiya69.github.io/portfolio/terminal-stores/#;FL6-21;FL3-15">http://kiya69.github.io/portfolio/terminal-stores/#;FL6-21;FL3-15</a>

#### **NextFab Studio**

Philadelphia, PA

6.2011 - 7.2012

Creative Developer

- Developed a solution for the company to integrate various systems such as QuickBooks and Mac OS X SERVE to allow for a more efficient and user-friendly CRM system for the members.
- Used Microsoft Kinect sensor and RepRap's Prusa Mendel 3D printer to scan and print objects in 3D format and showcased at the NextFab Preview Party in April 2012.
- Designed and developed an interactive window display to attract and engage pedestrians using openFrameworks (C++) with Code::Blocks and Xcode that allows the application to work on both Windows and Mac OSX. Demo: vimeo.com/51551387

## ProFlag Tech. Co., Ltd.

Taichung, Taiwan

8.2008 - 7.2009

Software Engineer

- Developed software related to RFID applications such as RFID Student ID Card Management System, Diploma Management System and College Student Attendance Management using Visual Studio 2008 C# .NET and Microsoft SQL Server.
- Created 5 different types of content management systems that fit the clients' needs from the scratch of creating requirement document to the stage of employing the software using jsp, JAVA and MySQL. The clients ranged from retailers to farmers. The outcome included online shopping website and agriculture traceability system.
- Developed a web based CMS for municipal tracking of foreign workers using MVC model with jsp, JAVA and Oracle 9i. The project was partnered with the Bureau of Labor Affairs of Taichung City Government to ensure that the solution completely addressed all 8 types of data crucial to their efforts which resulted in a robust user experience, giving the client access to 20 different functions in one online tool.

#### **Education**

## Stevens Institute of Technology Hoboken, NJ

5.2014

- Master of Science in Computer Science (Multimedia Experience and Management)
- Courses: Software Architecture, Human-Computer Interaction, Interactive Computer Graphics, Computer Vision, Real-time Rendering
- GPA: 3.84

## **Yuan Ze University**

Bachelor of Science in Computer Science and Engineering