

ANDY CHANG

SOFTWARE ENGINEER

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SUMMARY

I'm a full-stack web developer with a passion for creating delightful user experiences that people can connect with. I excel at building accessible products by writing scalable, reusable, and optimised code, and I ensure best practices in every project I tackle with a "build it right" mindset. I have a soft spot for design and I thrive in the space where development meets design. I'm always seeking opportunities to grow as a developer, and I'm eager to learn new technologies to enhance my skills.

EDUCATION

Diploma of IT: Full-Stack Web Development **Expected Aug 2024**
Coder Academy Online, Remote

Bachelor of Arts: Digital Design **Jun 2018**
Curtin University of Technology Perth, WA

PROJECTS AND EXPERIENCES

[Stratajams Minigame](#) **May 2024**

- Developed a dynamic and interactive web-based minigame using React.
- Implemented complex state management with React hooks such as useState, useEffect, useRef, and useContext.
- Fetches data from a custom REST API and utilised it dynamically across the application.
- Utilised context-based data provider and local storage hooks for efficient data sharing across components.
- Designed dynamic keypress indicators and real-time statistics to track user performance and enhance visual feedback and user interaction.

[Itinerary Sharing API](#) **Feb 2024**

- Developed a Flask-based RESTful API for managing travel itineraries and sharing reviews.
- Implemented user authentication and authorization features for secure management of itineraries and reviews.
- Integrated data validation and error handling mechanisms to enhance user experience and API reliability.
- Created API documentation to enable integration with front-end applications and external services.

[Hangman CLI Game](#) **Dec 2023**

- Developed an interactive Hangman game using Python, playable in the CLI terminal.
- Implemented a menu system for navigating between game modes.
- Designed wordlist management features, allowing users to create, edit, and select wordlists based on difficulty levels.
- Integrated modular components for game logic, including random word generation, user input validation, and game state management.
- Utilised external Python libraries to implement visual elements, text styling and interactive user prompts.

Admin & Customer Service Positions **Feb 2018 – Dec 2023**

Find out more at [linkedin.com/in/andyhowchichang/](https://www.linkedin.com/in/andyhowchichang/)

- Upheld confidentiality and discretion when handling sensitive information and maintaining customer records.
- Provided excellent customer service by addressing inquiries, resolving complaints, and ensuring customer satisfaction.
- Proactively identified opportunities to enhance operation efficiency and contributed ideas for improvements, resulting in increased productivity and cost savings.

TECHNICAL SKILLS

Programming Languages: JavaScript, Python

Frontend: ReactJS, HTML, CSS

Backend: NodeJS, ExpressJS, Flask

Databases: MongoDB, PostgreSQL

Tools: Git, Trello, Visual Studio Code, Figma, Insomnia

KEY SKILLS

Full-Stack Web Development

UX/UI Design

Problem Solving

Coding & Troubleshooting

Agile Methodologies