

# EAN SENG CHANG

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## ABOUT

Master's student studying mathematics and computer science in Oxford. Proficient in multiple programming languages including C++, Java, Typescript, Python, Haskell and Scala. Enjoys learning new technologies and applying them on projects. Avid competitive programmer well-versed in data structures and algorithms. Thrives in a collaborative setting and picks up new skills quickly, both technical and social.

## EDUCATION

### University of Oxford

MSc in Mathematics and Computer Science

2022 - 2026

- **Year 1 and Year 2 Grade - First**

- Relevant Courses: Machine Learning, Probability, Linear Algebra, Functional Programming, N-dimensional optimisation, OOP, Concurrent Programming, Algorithms and Data Structures, Computer Security, Computer Networks

### ACS Egham High School

International Baccalaureate Diploma Program

2018 - 2022

- Diploma score: 41/45; Maths AA HL, Physics HL, Computer Science HL, English SL, French B SL, History SL

## EXPERIENCE

### Eutelsat

Software Engineer Intern - London

July - Oct 2025

- Incoming SWE Intern at Eutelsat

### Ghyston

Software Developer Intern - Bristol

July - Aug 2024

- Developed features and maintained full-stack applications with React on front end and Dotnet on the back-end
- Designed and migrated the data in the back end when implementing new features such as keeping track of over 100 active employees through SQL migrations
- Improved the user experience by designing and creating a clean and responsive front-end such as implementing dashboards or visualizing data

### CraneOn

Web Developer Intern - Remote

June 2023

- Developed a multi-page React frontend website with dynamic UI components that keep track of the logged-in user and display the data of each user
- Designed and integrated a Mongo database for the backend of the website, then connected it to the front end using express middleware

## PERSONAL PROJECTS

### ProofMap Python, React, LLMs

March 2025 - April 2025

Developed a website that takes a PDF of lecture notes and uses LLMs to extract theorem information to build an interactive dependency graph of theorems to visualise how each result depends on the others.

### Vision-Based Price Comparison Tool Python, Node, Express, Raspberry Pi

March 2024 - May 2024

Developed and trained a machine learning model that was able to classify brands from images of electronic products on a Raspberry Pi with 80% accuracy. It then used this information to search online to give the user a price range.

### Chess Elo Predictor Python, Keras, Kaggle

Dec 2023 - Jan 2024

Analysed over 2 million positions in 100,000 chess games and created a convolutional neural network model that can predict the elo of a chess player given the moves of the game.

### Chess Engine Java, Heroku, SwingUI

2022

Created a chess engine from scratch that follows UCI protocol and can play a rating of around 1700 using techniques including alpha-beta pruning, opening move database, and endgame weight tables.

## TECHNICAL SKILLS

**Languages:** Java, Python, C++, JavaScript, TypeScript, HTML/CSS, Haskell, Scala, SQL

**Frameworks:** React, Node.js, Bootstrap, Express, Dotnet

**Tools:** Git, Bitbucket, Postman, VS Code, JetBrains, Mongo, Docker, LaTeX

**Libraries:** Pandas, NumPy, Matplotlib, Keras

## AWARDS AND INTERESTS

- Participated in competitive programming such as ICPC (23rd team in the UK)
- Higher Honour Roll in high school and won collection prizes in every term in Oxford
- Multiple gold certificates in UKMT and British Math Olympiad Qualifier
- Frequently interested in Chess, led St Annes Chess Club, also winning multiple rapid tournaments