Anthony Chan

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EDUCATION

University of Maryland - College Park, MD — *Bachelors of Science in Computer Science*   Expected: Spring 2026
GPA: 3.8/4.0

Coursework: Object-Oriented Programming I, Object-Oriented Programming II, Discrete Mathematics, Introduction to Computer Systems, Algorithms, Organization of Programming Languages

EXPERIENCE

Palantir— *Winter Developer Fellow*   Dec. 2024 - Jan 2025

- Participated in Palantir's inaugural Winter Developer Fellowship, focusing on designing and building innovative solutions leveraging Palantir AIP, a Large Language Model, and Foundry platform.
- Developed an application within four weeks allowing medical professionals to help monitor and aid patients more easily, targeting a 30% reduction in hospital wait times.
- Leveraged user-centered design principles and innovative thinking to craft tailored solutions that maximized platform capabilities and addressed critical healthcare needs.
- Delivered a comprehensive presentation on my project with technical architecture, and key decision-making processes, emphasizing technical depth and creative problem-solving.

Wordplay — *Software Developer Contributor*   Sept. 2024 - Dec 2025

- Contributed to the development of the programming platform that creates accessible, interactive typography through teaching youth of all languages how to code, focusing on accessibility and interactive design using React and Figma.
- Contributed to the development and maintenance of an open-source platform, leveraging HTML, CSS, JavaScript, TypeScript, and Svelte/SvelteKit to implement real-time features and fix defects.
- Collaborated on issue tracking and branching through the GitHub Flow strategy, creating branches and draft pull requests for feature development and defect resolution, with thorough, iterative feedback from maintainers and other contributors.

CodePath — *TIP102 | Intermediate Technical Interview Prep — Developer Student*   May. 2024 - Aug. 2024

- Gained hands-on software development experience in a 10-week academy led by professional instructors from leading technology companies, startups, and academia, including Google, Meta, and Stanford University.
- Collaborated with a diverse team of interdisciplinary developers using tools like Replit and CodeShare to solve complex coding challenges, optimize runtime complexity, and improve code quality through peer review and group discussions.
- Applied advanced Python and Java techniques to refine solutions, emphasizing teamwork, code efficiency, and scalable software design principles.

UMD Center for Geospatial Information Science, College Park MD — *Research Intern*   Mar. 2023 - Dec. 2023

- Participated in the preliminary design and execution of a machine learning and satellite-image cloud masking research project, contributing to data generation and collaborative efforts aimed at publishing a paper for IEEE GRSL, while also playing a key role in task assignments and team discussions, ensuring alignment and progress towards project goals.
- Improved cloud processing for a research team by leveraging Docker to containerize a computer vision and AI data analysis tool, enabling consistent and scalable creation of visual masks for various cloud formations.
- Leveraged CVAT's advanced tools and Facebook's Segment Anything Model, to streamline annotation workflows while ensuring accuracy through manual corrections

PROJECTS

Linux Shell
Technologies Used: C, Unix, Multithreading, Process Spawning   Sept. 2024

- Developed a mock shell in C, supporting basic UNIX commands with advanced functionalities
- Utilized multithreaded programming techniques to manage concurrent command execution, enhancing the shell's performance by 25%
- Implemented support for boolean operators, pipes, and input/output redirection to handle complex command sequences

TECHNICAL SKILLS

Languages: Python, C, C++, Java (Object-Oriented Programming), Processing, JavaScript, TypeScript, HTML, CSS, MIPS Assembly

Tools & Technologies: React, Git, Node.js, JUnit, JSON, Docker, CVAT, Figma, Linux/Unix

Other Skills: Data Programming, Technical Writing, Professional Communication, UX/UI Design