Anthony Chan

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EDUCATION

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

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

EXPERIENCE

Wordplay — *Software Developer Contributor* Sept. 2024 - Current

- 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

Hungry Snake Game Development Project Mar. 2024
Technologies: Java, Git, GitHub

- Spearheaded the development of a modern version of the classic Snake game, collaborating with a cross-functional team to deliver a polished, feature-rich product. Utilized GitHub for version control and collaborative development, ensuring seamless integration of contributions across the team.
- Engineered high-performance collision detection and game logic systems, employing advanced data structures and recursive algorithms to optimize time and space complexity, resulting in a smooth and responsive gaming experience.

TECHNICAL SKILLS

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

Tools & Technologies: React, Git, Node.js, JUnit, GitHub, JSon, Docker, Replit, CodeShare, CVAT, Figma

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