Alex (Rui) Gan

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Experience:

Software Development Engineer Intern **Toronto, ON**
Amazon *May 2021 - Jul 2021*

- Developed a tool using Typescript and React that reduces the time teams need to build software quickly and reliably, resulting in a better customer experience.

Web Developer **Toronto, ON**
Trinity College Chinese Students Association, University of Toronto *Jun 2020 – Apr 2021*

- Built and maintained the club website to help promote Chinese culture as well as diversity to U of T students.

Math Tutor **Markham, ON**
Unionville High School *Sept 2016 – Jun 2017*

- Chosen by advanced functions teacher to tutor specific students in need after school.

Education:

University of Toronto - St. George *Sept 2018 - Sept 2022*
4th year BSc, Computer Science Specialist

- Awarded the **Chancellor's Scholarships** and the **Dean's List Scholar** for high academic achievement.
- **Relevant Coursework:** Intro to Machine Learning, C and Systems Programming, Data Structures and Analysis, Operating Systems, Programming on the Web, Software Engineering, Algorithms Design & Analysis.

Skills:

Languages: Proficient in Python, Java, C, HTML, CSS, JS; familiar with C#, SQL
Frameworks: React, React Native, NodeJS, Express, Android Studio, Material-UI
Tools: Linux, Git, MongoDB, Unity, JQuery, AWS

Projects:

PandemicVolunteers (JS) *Aug 2020*

- Built a full-stack web app that allows users to register and request assistance during pandemics such as COVID-19 in a team of two, using React for the front-end, Express for the back-end, and MongoDB for the database.
- As a result, vulnerable people can easily receive support from volunteers with tasks such as buying necessities.

UnlimitedAlienGames (Android): *Sept 2020 - Dec 2020*

- Led a team of five and developed a mobile game consisting of three distinct levels, made in Android Studio using java, model-view-presenter design pattern, and SOLID principles to maintain a flexible and extensible design.
- Resulting in a functional game with account logins, user data tracking, and persistent storage using JSON.

Math Grid Game (Java): *Jun 2017*

- Designed and developed a Java Applet based game using AWT that helps young math students learn about the Cartesian plane.
- Encourages students to use Cartesian coordinates to target aliens on a 2D grid in a fun and challenging way.

Achievements/Awards:

- **School champion** of the CEMC math contests including the Pascal and Gauss Contests, with a mark of 142/150.