CLARK PHAN

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EDUCATION

University of California, San Diego   September 2016 – June 2020 (Expected)

Bachelor of Science in Mathematics/Computer Science
Coursework: Advanced Data Structures and Algorithms, Design and Analysis of Algorithms, Object-Oriented Design,
Software System Design and Implementation, Software Tools and Techniques

UCSD Extension Coding Boot Camp   November 2017 – February 2018

Certificate in Full-Stack Development

EXPERIENCE

Software Engineering Internship   June 2018 – September 2019

L3Harris Technologies

- Implemented database version control in MongoDB for Meteor web application.
- Collaborated with Principle Software Engineer to create End-to-End tests, which saved manual testing time.
- Created many unit and integration tests using Enzyme, Mocha, and Chai.
- Improved upon existing UI by integrating new React.js components into existing application.
- Utilized React-Redux to manage multiple complex React.js component states.
- Developed and improved on queries for REST API in Spark Framework, which reduced the number of API calls to the server.
- Implemented filtering mechanism to parse bi-directional communication with Web Sockets.
- Authored automated testing application for REST API in CLI, reducing manual testing time.
- Engaged in an AGILE workflow and attended Scrum/Kanban meetings, discussing issues on Atlassian Jira and Bitbucket Git.

Web Master   June 2018 - Present

Theta Tau UCSD

- Primary responsibilities include maintaining organization website and progressive web application.
- Maintained a Firebase DB with information of hundreds of users.
- Collaborated with internal board members to gather requirements in order to ensure that user experience on mobile application was optimal.

Research Assistant   January 2018 – June 2018

Weibel Lab UCSD

- Primary responsibilities include developing and designing UI/UX for clients to use.
- Built and maintained pipelines to Twitter API, MongoDB, and Machine Learning Algorithm using Node.js and Express.
- Modified server code to enable the transition from local hosting to a cloud platform using Heroku.

PROJECTS

Facebook Messenger Bot (CLRK.BOT)

- Built a personal Facebook Messenger bot that can make REST API calls in Node.js.
- Developed by daisy-chaining multiple APIs together including: Twitter, Spotify, OMDB, and Google Weather APIs.
- Developed and tested messaging features using Nginx.
- Authored reverse geocoding algorithm that retrieves weather data relative to user location.

LeagueTrack

- Managed a team of 3 developers to create a full-stack application used to track a user's statistics in League of Legends.
- Set up development workflow for developers by installing ESLint and writing npm scripts.
- Created and assigned GitHub issues for the team and reviewed pull requests.

What Do You Meme? (LA Hacks 2018)

- Built a meme-based compatibility test using Express, Handlebars.js, and Socket.io.
- Primary responsibilities include maintaining and developing multiple Socket.io connections to application back-end server.

Project Slimey (HackUCI 2018)

- Built a virtual pet in 36 hours using HTML, CSS, JavaScript, Node.js, and MongoDB.
- Primary responsibilities include maintaining sever-side REST Endpoints and API code using Express.
- Implemented email functionality that allows users to receive emails of their pet's stats via SendGrid's API.