

Calvin Chan

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TECHNICAL SKILLS

Programming

- Java
- Python
- JavaScript
- C++/C
- MySQL
- PHP

Relevant Applications

- Windows/Linux
- Atlassian (Jira, Crucible, Fisheye, Confluence, Bamboo)
- Maven
- Grunt
- Angular
- Selenium
- JUnit
- Agile Software Development
- Version Control (Git)
- MVC Pattern
- Bootstrap

WORK EXPERIENCE

Global Relay

August, 2014 – December, 2014

Front End Web Developer

- Fixed numerous issues in the user interface by using the Sencha5 framework that was written in Javascript.
- Fixed numerous layout issues using SCSS and HTML to improve the user interface of the application.
- Improved the runtime speed of the team's internationalization (i18n) tool from 45 to 2 seconds by using Java.
- Created an automated test suite for the i18n tool to ensure proper functionality.
- Added build tasks in Grunt and Maven to simplify the development process, such as automate execution of the i18n tool and test suite.
- Conducted code reviews using Crucible to learn and provide feedback about changes to the code base.

Global Relay

May, 2014 – September, 2014

Automation Developer

- Manually tested new software features and created test suites to be reused in the future.
- Automated test cases in the Selenium framework (Java) to increase the coverage of automated regression tests.
- Found bugs in the application and generated bug reports, which were communicated to the team using Jira.
- Demonstrated to the product owner that a feature is in working order and could be released to the public.
- Conducted code reviews using Crucible, mainly to communicate to others about additions to the test framework.

HP Autonomy

May, 2013 – December, 2013

Automation Developer

- Created automated test suites to perform functionality, performance and integration tests.
- Added to the existing test framework that was written in Ruby.
- Documented test automation cases, test automation suites, and test scripts.
- Found bugs in the application and generated a bug report, which were communicated to the team using Jira.

Pacific National Exhibition

May, 2011 – September, 2012

Games Manager

- Greeted up to 50 customers per hour in a friendly and helpful manner, worked quickly and accurately with cash, and encouraged customers to aim for larger prizes to maximize revenue and had 95% of customers leave happy.
- Trained, scheduled and managed a team of 8 employees to operate the game at an efficient level and established a professional relationship with all co-workers.
- Attracted hundreds of customers a day in a friendly manner and at a very fast pace and always tried to convince the customer to play again to maximize revenue.
- Maintained and organized all the display shelves in a presentable fashion and ensure the game's inventory was full.

TECHNICAL PROJECTS

Tweet Saver

March, 2016

- Created the web page that would display JSON data as well as have persistent browser states.
- Implemented the web page using Angular and an external Angular library.

UBC Lost-n-Found

March, 2016 – April, 2016

- Acted as team leader to spread tasks evenly among the 4 members, stimulate conversation and monitor progress.
- Designed a relational-database for the project and implemented the database using MySQL.
- Created the web page and connected the user-interface to the database using PHP.

Recycling Bin Game

September, 2015 – April, 2016

- Acted as team leader to spread tasks among the team, act as primary contact to clients and lead team meetings.
- Designed the software architecture with one other engineer and developed a modular and efficient system.
- Implemented various software classes using the Python programming language.

Phone Lock Mechanism

October, 2015 – December, 2015

- Designed a proof of concept Android application, with 2 other students, that required a user to unlock the application.
- Implemented an algorithm that will verify a swipe gesture to be a valid unlocking sequence and grant access if so.
- Presented the project to classmates and industry sponsors to explain the significance of our changes in security.

Home Security System

January, 2014 – April, 2014

- Designed a two-level buffer with a teammate to efficiently compare and save android images.
- Implemented the user-interface for the Android application using the Java programming language.

Tidal Wave Grapher

January, 2014 – April, 2014

- Discussed and collectively designed an Android app that will display tidal wave data with 3 other engineers.
- Implemented a Pythagoras calculator to estimate the minimum distance between GPS coordinates.
- Combined 3 different components of the application (data scraper, graph API, and GPS locator) and created a UI.

VOLUNTEER WORK EXPERIENCE

4th Year Graduation Representative Volunteer

September, 2015 - Present

- Organized essential activities for graduating students such as taking iron ring sizes.
- Created a graduation hoodie specially designed for our graduation year.
- Relayed information from the engineering student council the entire class of electrical and computer engineering.
- Relayed student complaints to the engineering student council to discuss with professors.

Calgary Food Bank Volunteer

August, 2013

- Folded cardboard boxes into shape and taped the bottom of the box closed.
- Packaged boxes with food that would feed a family for several days.

EDUCATION

University of British Columbia Bachelor of Applied Science – Software Engineering Expected Graduation – April 2016

September, 2011 – Present

AWARDS AND RECOGNITION

Introduction to Computer Security (Phone lock mechanism)

December, 2015

- Best Design Project
- Best Holistic Approach to Computer Security
- Best Video