

IAN CHUCK-YIN

Health Informatics
Computer Science

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EXPERIENCE

Software Engineer • Liquid Analytics

2018 - Present

- Designed and developed Liquid Analytics' main web application for viewing customer and employee data using the Google Polymer 2.0 framework.
- Use API calls to retrieve JSON formatted data from databases/Amazon Web Services and display it in a practical and intuitive user interface for web applications.
- Built and maintained SQL scripts for data analysis and extraction for various projects.
- Develop Python scripts for data migration, modification and analysis using the pandas software library.
- Write automated testing scripts for iOS and web applications.

Mobile Application Developer • University of Waterloo

2017 - 2018

- Developed prototype of the University of Waterloo Academic Integrity (UWAI) mobile application.
- Designed the front end and back end aspects of the app using Unity 5 and C#.
- Developed and integrated games into the UWAI app to enhance user experience, as well as develop the overall functionality of the app.
- Prepared presentations of the UWAI app which included screenshots and a walkthrough of the app.

Youth Ambassador • Region of Waterloo Public Health

2014 - 2016

- Work with other Youth Engagement Leaders to plan, implement and evaluate health promotion and advocacy activities targeting youth in schools and in the community.
- Develop and deliver presentations to youth, agencies, and the community about health topics important to Waterloo Region's youth including tobacco control, chronic diseases, and injuries.
- Research and develop new resources as determined by a Youth Engagement Leader group and the supporting Public Health Planner.

EDUCATION

University of Waterloo

Waterloo, Ontario

Class of 2018

BSc – Honours Health Studies

Specialization – Health Informatics

Minor – Computer Science

TECHNICAL SKILLS

Google Polymer 2.0

Amazon Web Services (AWS)

Java • Python • JavaScript

HTML5 • CSS3 • SQL • Ajax

Android Studio • C# • Unity 5

ACHIEVEMENTS

Web App Development

Used the Google Polymer 2.0 framework (along with HTML5, JavaScript) to design and develop responsive web applications

Game and App Development

Used Java to create and design Java Swing games with a self-developed GUI, as well as working with Unity 5/C#

Other

Term Dean's Honours List (GPA: 3.7)

Certified G driver's license