# https://ianchuckyin.github.io/ www.github.com/lanChuckYin

# IAN CHUCK-YIN

(647) 470-9115 ichuckyin@edu.uwaterloo.ca

#### **EDUCATION**

# Waterloo, ON University of Waterloo Sept 2013 - Dec 2018

Major: BSc - Honors Health Studies
Certificate (Minor): Computer Science
Specialization: Health Informatics

#### **EMPLOYMENT**

#### **Software Developer**

## **University Health Network**

Aug 2018 - Present

- Web application developer, part of the UHN Clinical Web Application project within the Systems Engineering Team
- Responsible for full life cycle of software delivery including design, implementation, testing and maintenance of Clojure web applications, databases, and web services
- Lead development of the Clinical Portal application using Clojure and ClojureScript allowing clinicians centralized access to patient data
- Implement back-end services in Java using SQL and Oracle

# **Software Engineer**

#### **Liquid Analytics**

Jan 2018 - Aug 2018

- Lead developer of the Liquid Analytics InfoSite using Google Polymer, a JavaScript framework, allowing clients to view, export, and graph customer data
- Used RESTful APIs to retrieve JSON formatted data from PostgreSQL, Firebase and Amazon Web Services
- Developed Python scripts for data migration, modification and analysis using the pandas library.
- Proven ability to work under pressure in an agile environment to meet deadlines.

# **Mobile Application Developer**

## **University of Waterloo**

Sept 2017 - Jan 2018

- Developed prototype of the University of Waterloo Academic Integrity (UWAI) mobile application
- Designed the front-end aspects of the app using Unity 5 and C#
- · Prepared design documents regarding the architecture and workflow of the app

### **SOFTWARE PROJECTS**

#### **Polymer Website:**

- Developed a web application that displays additional information about myself and my projects using Google Polymer and JavaScript
- Built by using custom web components that are compatible across modern browsers and multiple devices

#### **Knights Game**

- Created a 2D tower defense WebGL video game using Unity and C#
- Development includes aspects such as animation, audio, level design, high score and an upgrade system

# **Trump Tweet Generator**

- Used Python to stream Donald Trump's tweets using the Twitter API and build a Markov Chain model
- The model is used to predict speech patterns to generate a fake tweet

#### **SKILLS**

Languages: JavaScript, Python, Java, SQL, C#, Clojure

Front-end: React, Redux, Google Polymer, HTML/CSS

Back-end: Node.js, Express.js

Databases: PostgreSQL, MongoDB, Firebase

Testing: Jest, Enzyme

Other: Git, Jenkins, JIRA, Confluence, Unity,

TensorFlow