IAN CHUCK-YIN

Health Informatics
Computer Science

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EXPERIENCE

Software Developer • University Health Network
August 2018 – Present
- Create software solutions for a large, complex hospital environment
- Web application developer, part of the UHN Clinical Web Application project within the Systems Engineering team
- Responsible for the development of web applications, databases, and services using Clojure, Clojurescript, Java, and SQL
- Responsible for the full lifecycle of software delivery, from application design and implementation to maintenance and support including participation in on-call rotation with the other developers in the team

Software Engineer • Liquid Analytics
January 2018 – August 2018
- 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.
- Proven ability to work under pressure in an agile environment to meet deadlines.

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.

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
Python • TensorFlow
Java • JavaScript • Clojure
HTML5 • CSS • SQL
C# • Unity 5
Android Studio

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
Certified G driver's license