https://ianchuckyin.github.io/
www.github.com/IanChuckYin

IAN CHUCK-YIN

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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 databases and Amazon Web Services
- Developed Python scripts for data migration, modification and analysis using the pandas library.
- Wrote automated testing scripts for iOS and web applications using Xcode and LeapWork
- 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

Personal 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

SKILLS

Languages: JavaScript, Python, Java, SQL, C#, Clojure
Technologies: Git, Jenkins, Jira, Confluence, Maven, Google Polymer, Unity, TensorFlow, HTML/CSS