JEFFREY CHAN

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EDUCATION

University of Massachusetts Lowell - Lowell, MA **Expected December 2024**

B.S. in Computer Science - Cumulative GPA: 3.7

TECHNICAL SKILLS

Programming Languages: JavaScript, Python, C, C++

Front-End Technologies: HTML, CSS, ReactJs, Redux Toolkit

Back-End Technologies: Git, NodeJs, ExpressJs, MongoDB Atlas, Linux

EXPERIENCE

University Of Massachusetts Lowell - Lowell, MA **August 2022 - Present**

Software Developer - Research Intern

- integrated modern innovations in Machine and Deep learning into Wi-Fi networks to develop novel solutions for improving the throughput and security of such networks
- Applied A.I. technologies such as Autoencoders and Generative Adversarial Networks (GANs) using Python to detect and predict the presence of network loads, idle channels, and attacks.

YMCA - Malden, MA **June 2021 - August 2021**

Personal Trainer

- Supervised and maintained the fitness floor.
- Assisted new and inexperienced members in the gym regarding workouts and the YMCA facilities.
- Efficiently gave tours to introduce potential members to all the offered amenities.

PROJECTS

Project Tracker - Website Link **May 2022 - August 2022**

- Developed an application using the MERN (MongoDB, Express, React, NodeJs) stack that allows users to create and manage their team and their projects through tickets/issues.
- Utilized React, React-Router-Dom, and Material UI to create a modern and dynamic single-page application
- Implemented JSON Web Tokens for the authentification and authorization of users
- Integrated Redux Toolkit in the front-end to manage the global state along with the asynchronous API requests
- Created a REST API using ExpressJs and a server hosted by Heroku to interact with the MongoDB database

IGN Video Player - Website Link **April 2022 - May 2022**

- Created a responsive and custom video player for users to easily watch through a video playlist
- Extracted video data such as video files, thumbnails, and video descriptions from the IGN API.

Other Projects **July 2021 - January 2022**

- Built an Evil Hangman game with C by utilizing AVL trees and Vectors to parse through a 30,000-word dictionary
- Created a semi-self-updating website to keep track of influencer's statistics - Website Link
- Developed a single-player Tik-Tac-Toe game with an interactive GUI and AI that picks the most optimal position to place their piece.

INVOLVEMENT

UML Table Tennis Club - Lowell, MA **December 2021 - Present**

Club President

- Collaborated with the E-board to organize, manage, and fund club events such as tryouts and tournaments.
- Strived to recruit multiple people into the club by attending social events and introducing recreational players to Table Tennis.