

Johnson Chan

Software Developer | Campbell, CA | (669)313-0466 | chenghchan@gmail.com | <https://www.linkedin.com/in/chenghchan>

EDUCATION

University of California, Santa Barbara (UCSB), Santa Barbara, CA
Computer Science, Bachelor of Science (B.S.)
3.68

December 2024

- Relevant Coursework: Data Structures and Algorithms I and II, Machine Learning, Natural Language Processing, AR/VR, Computer Architecture

SKILLS

- Java, Python, C++, Javascript, C#
- HTML, CSS, React.js, Vue.js, AngularJS, Figma
- Node.js, MongoDB, Docker, Kubernetes, Git
- Pytorch, Tensorflow, NLP

EXPERIENCE

Jr. Software Engineering Intern

July 2023-Present

Y STEM and Chess / Remote

- Develop and enhance frontend features for a web application using Angular 9 (Typescript, HTML, CSS), while also contributing to backend functionalities using NodeJS Express and MongoDB.
- Engage in collaborative teamwork with a team of 8 engineers at Y STEM and Chess nonprofit to develop and implement software solutions.

Undergraduate Learning Assistant

August 2023-September 2023

Computer Science Department / Santa Barbara, CA

- Facilitate a supportive learning environment for 75 students enrolled in Computer Science (CS9)
- Leveraging strong communication and problem-solving skills to address inquiries, provide comprehensive assistance with assignments, and effectively guide students towards achieving academic success.

Undergraduate Research Assistant

September 2022-June 2023

Webmaster / Bionic Visions Lab, Santa Barbara, CA

- Supervised the official website for Bionic Vision labs with React, MongoDB, and Javascript.
- Engineered 3 features with Javascript that includes content management system with an authorization and verification system.
- Maintained consistent design to provide low-vision users with usability.

Support Consultant

January 2023-June 2023

UCSB Collaborate / College of Letters & Science, Santa Barbara, CA

- Directed and supported over 20+ instructional labs in 4 locations across the UCSB campus.
- Managed over 10 productivity softwares including word processing, spreadsheet creation, web, and other software titles.
- Troubleshooted and maintained GauchoPrint, the UCSB printer service with over 10 printers across campus.

PROJECTS

Game Developer

March 2023-June 2023

Time Runner, Group (XR Interaction Toolkit, C#, Unity) / Santa Barbara

- Implemented impossible spaces for more than 3 rooms each applying stencil masking and portals to manage room rendering
- Employed XR Interaction Toolkit and C# scripting to design more than 6 different unique puzzles with 3 different interactions

Front End Developer

November 2022-May 2023

GauchoCourses, Group (Vue.js, Javascript) / Santa Barbara

- Enhanced website functionality and user experience by leveraging Vue.js, resulting in a 30% reduction in page load times
- Tested website front-end, resolving 25+ critical issues for a smooth website release.