Johnson Chan

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EDUCATION

University of California, Santa Barbara (UCSB), Santa Barbara, CA   June 2024
Computer Science, Bachelor of Science (B.S.)
3.68
- Relevant Coursework: Data Structures and Algorithms l and ll, 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

RELEVANT EXPERIENCE

Jr. Software Engineering Intern   July 2023-Present
Y STEM and Chess | Remote
- Create new frontend features for a web application using Angular 9, resulting in a 20% increase in user engagement and a 15% decrease in page load time.
- Contribute to the improvement of backend functionalities by implementing additional endpoints using NodeJS Express and MongoDB, resulting in a 30% increase in data processing speed.

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 (CMPSC 9)
- 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
- Implemented a content management system with an authorization and verification system, resulting in increased efficiency and accuracy of website updates by 40%.
- Incorporated a consistent design strategy to provide low-vision users with a more accessible website experience

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.

PERSONAL PROJECTS

Game Developer   March 2023-June 2023
Time Runner, Group (XR Interaction Toolkit, C#, Unity) | Santa Barbara
- Developed innovative techniques using stencil masking and portals to efficiently render and manage room rendering, resulting in a 40% reduction in rendering time for each room.
- Utilized XR Interaction Toolkit and C# scripting to create and implement over 6 intricate puzzles with a variety of interactive elements, resulting in increased player engagement.

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.