Kaylee Chan

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Skills

Technical Skills and Frameworks: Typescript, React, Unity, C#, Python, SQL, Git, HTML, CSS, Jenkins, OpenShift
Soft Skills: Communication, Collaboration, Creativity, Organization, Leadership, Adaptable, Agile Workflow
Interests: Game Development, Fine Arts, Web Development

Experience

DevOps Developer | Toronto, Canada   *September 2024 – April 2025*
Royal Bank of Canada
- Empowering developers by maintaining pipelines and managing monorepo caches in **Jenkins** and **OpenShift**

Software Developer | Toronto, Canada   *May 2024 – August 2024*
Konrad Group
- Connected to **6+ game APIs** and static websites to aggregate data and calculate a gamer score from
- Engineered a robust web application by utilizing **Typescript**, **React**, and **Vite** to optimize build processes
- Developed and integrated backend services using **GraphQL**, **Prisma**, and **Apollo Client** for efficient data querying and manipulation on a **PostgreSQL** database

Website Developer | Toronto, Canada   *May 2023 – August 2023*
Questrade Financial Group
- Pushed forward SEO initiative as a tech lead to research, solve, and implement solutions to optimize the questrade.com website, resulting in an **improvement of 15%** in page rankings with **Sitefinity**
- Wrote and refactored over **110 automated tests** using **Robot Framework** and **Selenium Library**
- Identified, troubleshooted, and resolved bugs on the website to ensure a smooth user experience, boosting average time spent on site by **20 seconds** over **2000+ pages** using **HTML** and **CSS**

Website Designer | Surrey, Canada   *May 2022 – August 2022*
Downtown Surrey Business Improvement Association
- Conducted audits and devised solutions for **5 clients' websites**, improving impressions and responsiveness
- Researched and **contacted over 60 local developments** to create an interactive map for the association's Updates & Progress tour using **WordPress CMS**

Projects

Ascent ↗ | *Unity, C#*   *September 2023 – April 2024*
- Designed a 3D, 2-player, co-operative puzzle platformer with multiple teams by using **Unity** development tools and conducting playtests, reaching over **60 downloads**

Shifty Tech ↗ | *Python, Typescript, Next.js*   *September 2023*
- Built a winning and enjoyable coding tool that uses **tensors** to allow programmers to write code using their entire body in 48 hours for Hack the North

Community Activities

Game Design and Development Club | *Events Coordinator*   *September 2021 – Present*
- Organised **20+ members and sponsors** for club events, such as game jams, workshops, meetings, and socials
- Collaborated with a team to write over **20,000 words** of storyline for *The Villainess* using **yarn** scripts

Computer Science Student Union | *First Year Representative*   *October 2021 – April 2022*

Education

BSC in Computer Science, **University of Toronto** | Toronto, Canada   *September 2021 – April 2026 (expected)*
Relevant Coursework: *Intro to Video Game Design, Software Design, Data Structures, Intro to AI, Operating Systems*

Awards and Certifications

Dean's List Scholar, BC Achievement Award, Principal's Award, Fine Arts District Authority Award