

Kaylee Chan

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Skills

Technical Skills and Frameworks: Python, JavaScript, React, HTML, CSS, Django, C#, Robot Framework, Unity, Git

Soft Skills: Communication, Collaboration, Creativity, Organization, Leadership, Adaptable, Agile Workflow

Interests: Game Development, Fine Arts, Web Development

Experience

Website Developer Intern | 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 Design Intern | Surrey, Canada

May 2022 – August 2022

Downtown Surrey Business Improvement Association

- Conducted audits and devised solutions for 5 clients' websites, improving impressions and design responsiveness
- Contributed to marketing, graphic design, and on-site photography for 12 clients with a team to boost their online presence, including optimizing over 400 product pages for a local business
- 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

BestFlow  | MongoDB, Express, React, Node.js

September 2022 – December 2022

- Created a diagnostic tool that displays diagrams of chatbot conversations from transcript data with a team, allowing retailers to analyse 150+ lines of chatbot conversations in an average of 4 minutes

Community Activities

Technology Leadership Initiative | Member

September 2022 – Present

- Selected for an industry-integrated learning program designed for computer science students demonstrating leadership and excellence

Game Design and Development Club | Events Coordinator

September 2021 – Present

- 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

- Guided first year students with inquiries about the computer science program or union activities

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