

Qian Qian

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EDUCATION

Vanier College

Diploma of College Studies, Computer Science & Mathematics

• Global R score: 32.5 | Honour Roll: Fall 2023, Winter 2024, Fall 2024

Montreal, Quebec, Canada

Aug 2023 — May 2025

SKILLS

- **Languages:** Kotlin, Java, Python, Rust, Swift, Typst, LaTeX
- **Technologies:** Git, GitHub Actions, Ktor, Flask, Probot, SwiftUI, Quilt, Linux, NGINX

EXPERIENCE

Coordinator & Tech Lead 🏠 🌐

Vanier FLOSS Club

Sep 2024 — Present

Remote

- Oversaw overall club operations by organizing meetings, tracking project progress, and coordinating regularly with the college liaison on school-related matters.
- Organized annual day-long unconference events promoting Free/Libre and Open Source Software awareness and adoption, attracting 50+ attendees; delivered talks on how to contribute to FLOSS projects.
- Built and maintained the software and infrastructure supporting the club's activities.
- Led and mentored club members in developing software projects actively used by the club.

Teaching Assistant, Data Structures and Object Oriented Programming

Vanier College

Jan 2025 — May 2025

Montreal, Quebec, Canada

- Supported 61 students across 2 sections by clarifying course concepts and assignment requirements.
- Graded 6 assignments and evaluations throughout the semester, ensuring consistent and timely feedback.
- Analyzed student performance to identify 15+ common misconceptions and proposed actionable improvements adopted by course staff.

Sub-Captain, Programming Competition Subteam 🌐

Vanier Robotics Team

Sep 2024 — May 2025

Montreal, Quebec, Canada

- Organized and led 10+ preparatory workshops for team members.
- Achieved 1st place in Division 1 at CRC TakTik 2025 programming competition as part of the team.

Community Support Team Member & Chatbot Developer

LittleSkin.cn

Mar 2021 — Jul 2023

Remote

- Supported a community of 1,000+ users and Minecraft server administrators on the LittleSkin platform, one of China's largest Minecraft skin and authentication services.
- Assisted in developing an internal utility chatbot in Python to streamline common support and moderation tasks.

PROJECTS

Developer, Typstify 🌐

Jul 2024 — Present

- Developed the application, a Typst editor for iPadOS, using Swift, SwiftUI, and Rust bridged by chinedufn/swift-bridge.
- Contributed to 3 open-source dependencies of the project.

Maintainer, ungoogled-chromium-macos 🌐

Nov 2023 — Present

- Maintained macOS packaging of the Ungoogled-Chromium browser by tracking and packaging Chromium updates downstream, resulting in 100+ timely macOS releases delivered to over 5,000 users.
- Optimized GitHub Actions workflows to automate builds and releases, reducing CI build time by 40%.

Developer, RemoteMC 🌐

Mar 2022 — Nov 2023

- Developed the software, a set of applications, chatbots, and plugins that act in group as a Minecraft server management tools, in Kotlin, Ktor, and Python.