

RONA CHAN

Computer Science Student at UCI

Expected Graduation: June 2020

CONTACT ME



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EDUCATION

- University of California, Irvine: Donald Bren College
(Sept 2018 - PRESENT)
B.S. Computer Science
- Santa Monica College (Jan 2017 - June 2018)
- Pacific Lutheran University (Sept 2016 - Dec 2016)
B.S. Computer Science



PROJECTS

- MAZE RUNNER (2018)
 - Objective: randomly generate a perfect maze, then solve the maze.
 - Implemented a first-depth, recursive algorithm in C++ to generate and solve the maze.
 - Gained deeper knowledge about tree data structures and traversals.
- USA GAME (2017)
 - Objective: Help elementary students learn about the 50 states.
 - With my team, implemented an interactive U.S.A map in Java that had two modes: a study and quiz mode
 - Experienced working and collaborating with a team.
- WORD SEARCH GAME (2016)
 - Objective: Given 30 seconds, find legal words from a single 3+ letter word.
 - Created a word search game with Java GUI and Abstract Window Toolkit.
 - Learned how to use Event Listeners in Java.



WORK EXPERIENCE

- MATH INSTRUCTOR AT MATHNASIUM (Sept 2018 - PRESENT)
 - Objective: Teach students math in a way that makes sense to them.
 - Encouraged students to conquer challenging problems and changed students' negative attitude towards math.
 - This led to 85% improvement in students' attitudes and 88% improvement in their grades at school.



SKILLS

- Programming Languages: C++, Java, HTML/CSS
- Operating Systems: Windows, Android, Mac OSX, MAC iOS
- Tools: Visual Studio Code, Atom, Netbeans IDE