Alec Chan

640 Elm Drive,
Madison, WI, 53706
+1 414 491 2551
alec@alecchan.org
https://alecchan.org/
https://github.com/alec-chan

RELEVANT WORK HISTORY

06. 2015 – 11. 2016   **OMNIWEAR HAPTICS – BELLEVUE, WA**
Technical Intern

- Developed an interop layer in C# between the device driver written in C and managed C# code to be used by the Unity game engine.
- Assisted with user testing.
- Data entry and spreadsheets.

06. 2016 – 09. 2016   **INVENTION SCIENCE FUND – BELLEVUE, WA**
Technical Intern

- Prototyped a 3D modelling program in C# on top of the Unity game engine for use with portable 3D scanners.

07. 2017 – 08. 2017   **MICROSOFT – REDMOND, WA**
Minecraft Intern

- Interned with the Minecraft team at Microsoft and used C++ and Visual Studio to modify the Minecraft game engine and add new gameplay features.

PERSONAL PROJECTS

SYNC.THEATER
- http://sync.theater is a web app which allows you to watch videos, movies and TV shows with friends all over the world.
- Skills/Technologies used: C#, Transact SQL, Azure, JavaScript, WebSockets, HTTP APIs, JSON, user authentication through tokens, password hashing.
- GitHub: new repo - https://github.com/alec-chan/sync.theater old repo - https://github.com/alec-chan/VideoSync

RASPBERRY PI – DIODER SERVER
- Dioder server is a project that solves my problem of being too lazy to get up to turn my lights on or off. It allows you to control the state and color of a IKEA Dioder LED light strip over the internet.
- Skills/Technologies used: JavaScript, Node.js, RESTful API, Raspberry Pi, soldering, breadboarding.
- GitHub: https://github.com/alec-chan/raspberrypi-dioder-server

JELLY POP
- JellyPop is a simple action – puzzle game for mobile devices. It is my first published project and can currently be found on the Google Play Store.

- Skills/Technologies used: C#, Unity game engine.
- Play Store link: https://play.google.com/store/apps/details?id=org.alecchan.jellypop

EDUCATION

09.2017 – Present   **UNIVERSITY OF WISCONSIN – MADISON, WI**
- College of Letters and Science
- Predicted computer science major

09.2013 – 06. 2017   **BAINBRIDGE ISLAND HIGH SCHOOL – BAINBRIDGE ISLAND, WA**

- GPA: 3.6
- ACT: 31