

Anna Chan

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EDUCATION

University of California, Irvine

June 2023

Bachelor of Science in Computer Science | Magna Cum Laude

GPA: 3.96/4.00

Relevant Coursework: Python, C/C++, Java, Data Structures/Algorithms, Information Retrieval, Database Management, NoSQL, Next Generation Search Systems, Machine Learning and Data Mining, Front-End Web Development

SKILLS

Languages: Python, Java, C/C++, HTML/CSS, Typescript, Javascript, SQL, R

Frameworks/Libraries & Tools: React.js, Angular, Next.js, Flutter, Ionic, MySQL, PostgreSQL, GraphQL, Cassandra, MongoDB, Couchbase, Neo4j, Spark, Node.js, Git/GitHub, Rest APIs, Docker, AWS, Linux/Unix

PROJECTS

Prism - Cross-Platform Mobile Application

Jan. 2023 - Mar. 2023

- Designed and developed a sleep and mood tracking iOS/Android application that provides ML-based sleep recommendations that encourage mental and physical wellness
- Utilized a KNN regression model to formulate a context-aware recommendation system
- Tools: Flutter, Python (numpy, scikit-learn), AWS (Lambda, DynamoDB, API Gateway, SNS), Google OAuth**

TypeJam - Web Application

Nov. 2022

- Designed and developed a multiplayer typing game where users compete against each other in real-time
- Implemented game mechanics that dynamically adjusts difficulty based on opponents' performance, ensuring a continuously engaging and seamless experience
- Tools: React.js, HTML, SCSS, Liveblocks API, Vercel**

Hand Racer - Web Application

Dec. 2022

- Developed a web application utilizing webcam input and ML algorithms to detect and analyze hand gestures, testing user's reaction speed in matching various displayed gestures within a one-minute timeframe
- Tools: Angular, Typescript, HTML, CSS, Handtrack.js**

EXPERIENCE

ICS Student Council - UCI School of Information and Computer Science

Co-President

June 2022 - June 2023

- Led a student-run organization of **70+ individuals** spanning across **6 teams**
- Oversaw the development of open-source applications for course management, grade distribution analysis, access to dining hall menus, and lost and found reports

Webmaster

June 2021 - June 2022

- Migrated website from a college server infrastructure to a personal hosting environment, reducing deployment time from **4 hours to 15 minutes**
- Implemented reusable components to reduce code base complexity, development time, and codebase size
- Optimized mobile responsiveness and reduced load times by **25%**, enhancing the user experience
- Spearheaded redesign from HTML/CSS/JS to Next.js/SCSS, enabling server-side rendering for improved SEO

Events Committee

Nov. 2020 - June 2022

- Organized over **20+** technical, professional, and social events yearly catering to **2300+ UCI ICS students**

Commit the Change, OC Habitats - UCI School of Information and Computer Science

Software Developer

Nov. 2021 - June 2022

- Developed a web application that digitized monthly wildlife habitat and species observation logs from **20+ beaches** to streamline data collection and optimize data transfer to state/federal wildlife conservation agencies
- Designed and implemented database schemas to modernize paper-based observation logs for efficient data organization and query performance
- Tools: React.js, Node.js, Material UI, MongoDB**

ICS 31 Introduction to Programming - UCI School of Information and Computer Science

Learning Assistant

Sept. 2020 - Dec. 2020

- Facilitated student learning by mentoring in debugging techniques and teaching programming concepts