

(858) 733-2605

[aslanchan7@gmail.com](mailto:aslanchan7@gmail.com)

# Aslan Chan

[aslanchan.dev](https://aslanchan.dev)

[linkedin.com/in/aslanchan7](https://linkedin.com/in/aslanchan7)

## Education

University of California, San Diego

B.S. Computer Science

Expected Graduation: June 2027

Cumulative GPA: 3.97

## Technical Skills

**Languages:** Java, C, C#, C++, HTML/CSS, Python, Javascript, Typescript

**Technologies:** Unity, React, React Native, Firebase, Supabase

**Developer Tools:** Git/GitHub/GitLab, Figma, VS Code, Vercel, Expo

## Experience

**San Diego Supercomputer Center** ◇ *Software Engineering Intern*

June 2025 - September 2025

- Developed a cooking social media app in a team of 7 using agile development methodology.
- Managed all merge requests and maintained a stable, production-ready build as the *Build Master*.
- Collaborated and designed responsive UI using Figma.
- Created more than 50% of the app's frontend, built with React Native and CSS.
- Find out more on my [website](#)

## Relevant Projects & Leadership Experience

**Video Game Development Club** ◇ *President*

May 2025 - Present

- Mentored and led a team of 27 officers with running every aspect of the club.
- Increased the club's member count by roughly 300%, with over 2000 cumulative attendance in nearly 30 events.
- Optimized event planning process by 1.5 hours per event by creating robust spreadsheets and systems of organization.

**Athenaeum** ◇ *Game Development*

January 2024 - June 2024

- Developed a deck-building, roguelike in a large team of roughly 60 developers.
- Created the [procedurally generated map](#), shop level and win/loss screens with voice lines.

**Mariposa** ◇ *Game Development*

January 2025 - June 2025

- Served as *sub-team lead* for the puzzles team, managing 5 developers.
- Guided the implementation of puzzles using interfaces and abstract classes, building a [robust and scalable system](#).

**Other Game Jams** ◇ *Game Development*

September 2023 - Present

- Created 5 unique games spanning development cycles from 48 hours to 2 weeks.
- Developed using Unity Game Engine and C#, published on [itch.io](https://itch.io)

## Awards

**Provost Honors** (Every Quarter Enrolled at UC San Diego)

**A-Levels Mathematics Top In The World**