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Aslan Chan

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Professional Summary

Game developer and full-stack developer with an emphasis on gameplay development using Unity and with experience creating websites using React. Leadership experience in software engineering projects using Agile methodologies. Passionate about creating polished experiences, working in teams, and growing.

Education

University of California, San Diego   Expected Graduation: June 2027

B.S. Computer Science   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 - Present

- 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.

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](#).
- Assisted in the creation of the game's [Steam page](#) and the release of the game.

Other Game Jams ⬦ *Game Development*   September 2023 - Present

- Created 7 unique games spanning development cycles from 24 hours to 2 weeks.
- Developed using Unity Game Engine and C#, published on [itch.io](#).

Awards

Provost Honors (Every Quarter Enrolled at UC San Diego)

A-Levels Mathematics Top In The World