Alan To

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SKILLS & LANGUAGES

Languages: Java, Python, Assembly, R, Erlang, JavaScript, TypeScript, C, HTML, SQL, CSS
Technologies: PostgreSQL, MySQL, SQLite, NextJS React.js, NodeJS Express, Ubuntu, Linux, Git, Docker, HTTP, Postman
Development Practices: Agile, Full-Stack Development, Software Engineering

EDUCATION

University of Washington | Expected Graduation: June 2025   **September, 2022**
Bachelor of Science in Computer Science and Minor in Mathematics (Ongoing)
- **GPA:** 3.88 | **Honors**: Dean's List (Spring 2023, Winter 2024, Autumn 2024)
- **Relevant coursework:** Algorithms, Data Structures, Software Development and Quality Assurance, Database System Design, Game Development, Programming for Internet Applications, Cryptography

Green River College   **Class of 2022**
High Honors Distinction
- **GPA:** 3.86 | **Relevant coursework:** Intro to Programming, Object-Orient Programming, Intro to Cybersecurity, IT Essentials

WORK EXPERIENCE

Happy Lemon—Bubble Tea Shop.   **Bellingham, WA**
Barista and Cashier | Sept.– Jan. 2023
- Provided friendly customer service and demonstrated great **interpersonal communication** skills with the team.
- Trained and mentored new employees, improving team efficiency.

PROJECTS

Holawrad Game (JavaScript, HTML, CSS)
Project Designer / Facilitator – Watch trailer: https://youtu.be/3UMSUX5zRdw?feature=shared
- Voted to be **the top 3** game among 22 teams through effective collaboration with a team of 4 developers.
- Developed an engaging top-down rogue-like action game with boss AI (4 types), enemy AI (20 variations), player abilities, and procedural spawn-system.
- Optimized game performance, balanced gameplay mechanics, camera movement, and UI to ensure smooth interactions leveraging off a fully developed game engine and animation system we designed.
- Led team in an **Agile** 10-week **sprint**, conducting **code reviews**, weekly **user stories**, and task deadlines.

Marvel Trivia Maze (Java, Java Swing, GUI, SQLite, GIT)
Project Designer / Facilitator
- Developed a game for users to play/answer Marvel trivia questions to escape a maze with a small team of 3 in a 7-week sprint.
- Demonstrated **leadership** skills by facilitating this project with the team, fulfilling all our **user stories** and initiatives weekly.
- Fundamental software design patterns and concepts used: Singleton, mock object, factory, save and load with serialization, **GIT**, and **OOP**.
- Practiced having good "quality" code with the use of **check style**, **code reviews**, and **unit testing**.

Game of Craps (Java, Java Swing, GUI, MVC, Singleton)
Project Designer
- Individually developed a functioning game of craps (card game) that can keep the house and user score along with money bets made using quality software design patterns: Model, View Controller, and Singleton.
- Created using **Front-End** Java Swing GUI along with **Back-End** logic work.

Bookstore FrontEnd API (NextJS React, HTML, Docker, PostMan, CSS, TypeScript, PostgreSQL)
Project Designer / Facilitator
- Developed **the front end** of a bookstore website using **React** components, **CSS**, and **HTML** with another team's back-end API in a team of 4, producing a working library for users to search for a desired book and get information.
- Carried out **HTTP** request tests for **GET**, **PUT**, **DELETE**, and **POST** with **Postman** and APIs to get desired results for each request method.

HOTO Movie Website (React, JavaScript, MySQL, HTML, CSS)
Project Designer / Facilitator
- Developed a movie website users can create an account and search for movies to get information on in a team of 2.
- Wrote all of **MySQL** code along with the movie data that's being passed through front-end.
- Practiced having quality SQL database structure with the utilization of **ER diagrams.**