

Anthony Y. Chan

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SUMMARY

A proactive, collaborative Computer Systems Engineering Junior with skills in Android Development.

EDUCATION

University of Massachusetts Amherst
B.S in Computer Systems Engineering

May 2018
GPA: 3.6

COURSEWORK

Introduction to Computation, Data Structures & Algorithms, Software Intensive Engineering, Computer Systems Lab I, Linear Algebra

EXPERIENCE

Android Developer Intern, *Lumme Incorporated*

Summer 2016

- Startup's primary app developer for enterprise level mobile application, an app used to assist in the process of smoking cessation through prediction, detection, and prevention.
- Assisted in best practice development and implementation of data visualization tools and utilities into the mobile application.
- Collaborated with coworkers to securely send and retrieve data from local and AWS servers.
- Better understand and appreciate the necessity in a startup to be proactive, self-reliant, and team oriented.

imHere, *HackUMass 2016, Umass Amherst*

Fall 2016

- Refitted the Robin room booking system API to develop an attendance & sign in software service using IoT Estimote Beacons.
- Hands on experience learning and implementing Express.js calls to Node.js backend server to communicate with an API.
- Invaluable introduction to applications of Internet of Things, specifically Estimote Beacons.
- Amazing opportunity to grow & learn alongside great friends.

ClassroomConnect, *Software Intensive Engineering*

Fall 2016

- Developed a web service which bridges the gap between professors & students during lectures.
- Successfully able to work with a core team to implement Websockets & MySQL server onto Google Cloud Services.
- Gained experience in delegating multiple skilled team members.

Developers Hub, *Umass M5 Engineering Makerspace*

Fall 2016

- Designed workshop course for aspiring Android Developers to proactively follow at their own pace.
- Practicing the art of teaching, learning to be concise and critical of minute steps & instructions.

Frankenstein Pokémon Generator, *HackBeanpot 2015, Boston MA*

February 2015

- Developed web application with team of five programmers in Python and JavaScript which randomly generates new Pokémon, names, and descriptions based on body components of pre-existing Pokémon images.
- Python scripts called on text corpus to output Markov Chained, randomly generated Pokémon descriptions.
- <https://frankenpokemon.herokuapp.com/>

Internship, *Berthiaume Center for Entrepreneurship, Amherst MA*

Summer 2015

- Key communicator & collaborator in development of the Center's academic courses and programs. Organized and led informational presentations for over 400 incoming freshmen.
- Administered and taught 30 high school entrepreneurs over the course of five weeks for an experiential learning of Lean Launchpad Methodology summer camps.

OTHER EXPERIENCE

M5 Laboratory Assistant, UMass Amherst Electrical & Computer Engineering Department

Fall 2016

Teaching Assistant, Isenberg School of Management, *New Venture Creation*

Fall 2015

IT/AV Director, TEDxAmherst 2015

Spring 2015

Tennis Instructor, Shrewsbury Parks & Recreation

Summer 2014

SKILLS

Git, Java, C++, C, Android, JavaScript, JQuery, Express.js, Node.js, HTML, CSS, PHP, MySQL, Bash

INTERESTS

Entrepreneurship, IoT Tech, Nature Photography, Jazz Piano, Guitar, Tennis

ACTIVITIES

TEDxAmherst2017, Umass Hip Hop Club, HackUMass, Hackers of UMass, Berthiaume Student Innovators