Kelvin Ching Kiu Chan

+852 51770146 • chankelvin74@gmail.com • github.com/chan34kelvin • Hong Kong SAR

EDUCATION

San Francisco State University – San Francisco, CA

August 2018 - May 2022

Bachelor of Science in Computer Science; Minor in Mathematics

GPA: 3.75; *magna cum laude* **Honors:** Dean's List (6 semesters)

Relevant Coursework: Data Structures, Algorithms, Discrete Math, Databases, Human Computer Interaction (UI / UX),

Interactive Multimedia Application Development (iOS), Software Engineering

EXPERIENCE

Code Tenderloin – San Francisco, CA

August 2022 – August 2023

Freelance Web Designer

- Worked in an Agile team to build a fundraising website for Citizen Film, SF NAACP, and Dr. Carolyn Ransom Scott.
- Led website design incorporating Jakob's Law and Fitts' Law for intuitive navigation and user-friendly interfaces, ensuring a user-centric experience throughout.
- Collaborated closely with clients to implement a tailored color scheme and layout in alignment with their vision.
- Launched the Black Innovator SF website, doubling supporters in six months through increased online engagement in the African American community.

Web Developer Intern

June 2022 – July 2022

- Developed four narrative websites with HTML5, CSS3, and JavaScript, achieving 100% user satisfaction through engaging animations and enhanced visuals.
- Crafted cross-platform website wireframes on Figma, prioritizing content organization, structural planning, and UX design.
- Assisted coworkers in utilizing browser development tools, leading to a 70% reduction in responsiveness issues and speeding up the debugging process.
- Voted 1st place out of 84 after presenting the best visually appealing website to represent the cohort.
- Awarded Honorable Mention for outstanding work completion and exceeding expectations during the internship.

PROJECTS

Job Application Tracker App – https://github.com/pterofighter-s-organization/apptracker

- Collaborated and iterated in Agile development on an efficient web app for job application tracking.
- Designed UI mockups in Figma based on personas, use cases, and the competitive landscape, achieving an 80% satisfaction rate from peer feedback.
- Developed a Single Page Application to eliminate full-page reloads, fetching only essential data for seamless user interactions.
- Assisted in integrating MongoDB with Diongo and used Diango REST Framework for API management.
- Facilitated parallel development by enabling backend testing with Postman, ensuring seamless frontend integration.
- **Technologies and Tools:** Figma, React JS, Axios, MongoDB, Djongo, Django REST Framework, Postman, Git **Tank Game 2D** https://github.com/chan34kelvin/Tank Game-Project
 - Created a local multiplayer game with split-screen using Java Swing for an engaging user experience.
 - Applied MVC with OOP encapsulation, ensuring clear separation of concerns and data protection.
 - Implemented strategic gameplay components with OOP abstraction and polymorphism, ensuring correct mobility detection for streamlined updates.
 - Technologies and Methodologies: Java, Java Swing, Model View Controller, Object Oriented Programming

SKILLS

Languages: Cantonese (Native), English (Native), Mandarin (Proficient)

Programming: Python, C/C++, Java, JavaScript, Object Oriented Programming (OOP), Model View Controller (MVC)

Web Development: React, Django, Django REST, Node.js, HTML, CSS, Bootstrap CSS, SQL, UX/UI

Tools and Methodologies: Figma, Agile, MongoDB, MySOL, Git, Postman

Soft Skills: Communication, Collaboration, Problem-solving, Detail-Oriented, Self-Motivated