



Chan In Kou

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 [chaninkou.github.io](https://github.com/chaninkou)

Education

California State University, Los Angeles
B.S. Computer Science

GPA: 3.486, Graduating May 2020

Work and Portfolio

GitHub: github.com/chaninkou

LinkedIn: linkedin.com/in/chaninkou

LeetCode: leetcode.com/chaninkou

Technical Skills

Proficient with:

- **Java** (Servlets, Beans, MVC, Eclipse)
- **JavaScript** (Vue.js, AngularJS, Node.js)
- **HTML/CSS** (Bootstrap)
- **MySQL** (DBeaver)
- **Agile Development** (CA Agile Central)
- **Git** (Git Bash)

Familiar with:

- **Python** (Jupyter Notebook, PyCharm)
- **Kotlin** (Android Studio, **Firestore**, IntelliJ)
- **C#** (Unity, Visual Studio)

Other Skills:

- **Trilingual** in English, Cantonese and Mandarin (read, write, speak)

Activities

STEM Advantage, Scholar 2017 - Present

- Attended social/networking events at Pivotal Labs, FabFitFun and Sony Pictures Studios.

CSULA Association of Computing

Machinery, Member 2016 - 2018

- Attended informational workshops that programmed in Java, C++, Python and HTML/CSS.

EMHS Basketball Team 2011 - 2015

- Focused on communication and cooperation for teamwork.

Work Experience

Software Developer Intern, Farmers Insurance, Woodland Hills, CA
June 2019 - August 2019

- Developed a **Java** Web Application using the **MVC** architecture and Object Oriented programming with **Spring Framework** to build **REST API**.
- Reduced time and cost for the team independently by implementing **automation** testing for Chrome Web Browser with **Selenium** using Java.

Software Developer Intern, Farmers Insurance, Woodland Hills, CA
June 2018 - August 2018

- Improved a Front-end web development by using **AngularJS** and **Node.js**.
- Utilized API calls more effectively by optimizing previous **SQL** queries.
- Increased the team testing speed by using **Mockito** framework with JUnit.

Supplemental Instruction Leader, Cal State LA EOP, Los Angeles, CA
January 2018 - May 2019 (Seasonal)

- Provided academic assistance to a group of **20 students** by developing a collaborative learning environment and preps under hard deadlines.

Project

Automated Animal Feeder Software (Java, Eclipse, team of four)

- Collaborated with a team of four using **GitHub** and demonstrated a JavaFX GUI-based program demo in front of **seventy audience members**.

Library Management System (MySQL, ER model, schema design)

- Built a library **database** with triggers to enforce the database constraints.
- Created procedures that allows users to borrow, renew and return books.

Google's Static Maps API Location Finder (Vue.js, JavaScript, HTML)

- Created a Single Page Component that will dynamically display the location.

Yelp's API Command-Line Interface (JavaScript, Visual Studio Code)

- Designed a custom module that allows users to select from a search result, and then fetch details about businesses with direct HTTP calls to Yelp's API.

Campus Restroom Finder (Kotlin, Android Studio, team of five)

- Built an app that operates as a restroom directory and review forum.

First Person Shooter Game (C#, Unity, team of two)

- Implemented **Enemy AI** to be able to detect, chase, and attack player.



Volunteer and Community Service

Google Project: Cascade the Code, Cal State LA

April 2017

- Provided examples of HTML/CSS and JavaScript to **eight** students.