Chan In Kou

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🔗 chaninkou.github.io

📚 Education

California State University, Los Angeles
B.S. **Computer Science**
GPA: 3.434, **Graduating May 2020**

📂 Work and Portfolio

GitHub: github.com/chaninkou
LinkedIn: linkedin.com/in/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**

Familiar with:
- **Python** (Jupyter Notebook, PyCharm)
- **Kotlin** (Android Studio, Firebase, 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 team work.

💼 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** Rest Controllers for request mapping.
- 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 using Swagger UI and JpaRepository.
- Increased testing speed using Mockito with JUnit and wrote SQL queries.

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 working JavaFX GUI-based program demo in front of **seventy audiences**.

Library Management System (MySQL, ER model, schema design)
- Built a library database with triggers to enforce the database constraints.
- Created procedures that allow a user 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 allow a user 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.
- Users are able to locate and write reviews about restrooms on campus.

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.