**Jimmy Tan**

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**EDUCATION**

**University of Toronto** *Sept 2017 – April 2021*

*Bachelor of Science, Computer Science Specialist,* 3.51/4.0 CGPA

* **Relevant Courses:** Databases (Relational Algebra, PostgreSQL), Web Prog. (React, Node.js)

**SKILLS & INTERESTS**

* **Programming Languages:** Python, Java, SQL, C, HTML, CSS, JS, R, C#, Verilog, Haskell, ActionScript
* **Technologies:** AWS (Lambda, Kinesis, Elasticsearch, CloudWatch), Git, Unity Game Engine, Shell, RStudio
* **Interests:** Hip-Hop, Guitar, Super Smash Brothers, Artificial Intelligence, Al Pacino, Psychology, Reddit

**WORK EXPERIENCE**

**Amazon SDE Intern** *June 2020 – Sept 2020*

* Solely developed a log monitoring dashboard using **AWS (Amazon Elasticsearch, Kinesis Data Streams, Lambda)** and tools internal to Amazon.
* Centralized logs on legacy machines along with cloud-native logs generated by **AWS CloudWatch**, visualizing the data with **Kibana.**
* By simplifying the process of bug diagnosis, developers are incentivized to take ownership of the health of their systems which will result in a **decrease of availability drops**.
* Took full ownership of the project from start to finish by creating design document, presenting it to the team, and iterating on design throughout the internship using feedback from weekly demoes.

**PROJECT EXPERIENCE**

**Skinmergency (**<https://devpost.com/software/skinmergency>) *Deltahacks V*

* Winner of “Best Healthcare Hack” out of 21 teams
* Created mobile app with **Android Studio** that uses **Microsoft Custom Vision** to distinguish melanoma from other skin afflictions such as regular moles, eczema, and bug bites
* Learned how to use **Custom Vision** by training with a set of photos to specifically select for categorization of skin afflictions as opposed to categorizing for irrelevant factors **increasing accuracy**
* Integrated the machine learning model from Custom Vision with the front-end application by using the phone camera to create an image to be categorized with the model

**Android Game Hub (**<https://github.com/jtan537/Game-Hub>**)** *Oct 2018 – Dec 2018*

* Developed a 2-month work plan with coworkers, maintaining organization of the project ensuring the project reached completion in a timely manner
* Programmed Minesweeper and the scoreboard system by following the **model-view-controller** design pattern
* Developed test cases for Minesweeper and the scoreboard system, **achieving 100% method and line coverage** for each system

**Wild Reload Project Lead/Programmer (**<https://gamejolt.com/games/WildReload/262271>)*Jan 2016 – Jun 2017*

* Lead development of a 2-D top down shooter using the **Unity Engine**
* Managed group of 12 students including animators, artists, and programmers over a 3-month period to complete a prototype with basic mechanics, and a cutscene and animation system
* Developed the weapon and animation systems and integrated them with the rest of the game and assets