Colton Quan

Computer Science - Year 4

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WORK EXPERIENCE

Software Development Engineer Intern

Amazon

Vancouver, Canada

MAY 2021 - JUL 2021

- Improved customer purchasing experience by developing workflows which streamline retail checkout processes.
- Designed and implemented features involving multiple microservices with Java and Typescript.

Software Engineer Intern

Zynga

San Francisco, California

MAY 2020 - AUG 2020

- Developed client features for the mobile game Words with Friends 2 through Typescript and React Native.
- Optimized internal developer tools within Words with Friends 2.

Software Engineer Intern

FISPAN

Vancouver, Canada

JAN 2020 - APR 2020

- Designed and developed features for front-end web applications through Javascript and React.
- Implemented features for server-side applications through Java and Spring Boot.

Site Reliability Engineer (DevOps) Intern

Visier

Vancouver, Canada

MAY 2019 - DEC 2019

- Maintained internal and production servers through cloud based technologies including AWS and Docker.
- Automated server operations using Python and Bash scripts along with automation services such as Jenkins and Puppet.

TECHNICAL SKILLS

Developer Tools

Git, Intellij, Visual Studio, Vim, Android Studio, Xcode, Unity, Blender, AWS

Languages

Python, Java, C, C++, C#, Bash, Scheme, HTML, CSS, JavaScript, Typescript, Groovy, Scala

Other

AWS CDK, Docker, Unix/Linux, Jenkins, Puppet, Spring, Google Guice, React/React Native, Node.js, Selenium

TECHNICAL PROJECTS

Chrome Web Extensions

DEC 2018 - FEB 2019

- Developed two Chrome extensions using HTML and Javascript, all available on the Chrome Web Store.
- Calendar Notes: provides users with time management and scheduling calendar services, allowing users to create and edit events.

Mobile Virtual Reality Applications

SEP 2017 - AUG 2018

- Collaborated with other university students to develop virtual reality games using Unity and C#.
- Main Mall Hustle: players become familiarized with college campuses by running to class in virtual reality.

Android Mobile Applications

AUG 2016 - JUN 2018

- Developed four gaming applications for Android devices using Java and Android Studio, all available on Google Play.
- Color Fast Tap: a simple yet challenging quick-paced color matching game.

EDUCATION

Bachelor of Science - Major in Computer Science

The University of British Columbia

4.33 GPA, 90.8% average

Anticipated MAY 2022