Colton Quan

Computer Science - Year 3

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WORK EXPERIENCE

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 and added new features for internal developer tools within Words with Friends 2.

Software Engineer Intern

FISPAN

Vancouver, Canada

JAN 2020 - APR 2020

- Designed and developed front-end web applications through Javascript and React.
- Implemented 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.

Undergraduate Academic Assistant

The University of British Columbia

Vancouver, Canada

FEB 2018 - MAY 2019

- Upgraded server functionality in Scheme to support autograding assignments for a first year computer science course.
- Collaborated with faculty to create assignments for a first year computer science course.

TECHNICAL SKILLS

Developer Tools

Git, Intellij, MS Visual Studio, Vim, Android Studio, Xcode, Unity, React/React Native, Node.js, Selenium, Blender

Languages

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

Other

AWS, Docker, Unix/Linux, JUnit Testing, Jenkins, Puppet, Spring Boot

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 JUN 2022