Colton Quan
Computer Science - Year 3

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TECHNICAL SKILLS

Tools

Intellij IDEA, MS Visual Studio, Vim, Unix/Linux, JUnit Testing, Jenkins, Puppet, Android Studio, Git, Unity, Blender

Languages

Python, Java, C, C++, C#, Bash, Scheme, HTML, CSS, JavaScript

Cloud-Based Technologies

AWS, Docker

WORK EXPERIENCE

Site Reliability Engineer (DevOps) Co-op   MAY 2019 - DEC 2019

Visier Inc.

- Maintained office 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   FEB 2018 - MAY 2019

University of British Columbia - Computer Science Dept.

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

TECHNICAL PROJECTS

Chrome Web Extension Development   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.
- Webbie: displays browsing history and time spent on websites through minimal design.

Android Mobile Application Development   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.
- https://play.google.com/store/apps/developer?id=BubbleJet

HACKATHONS

UBC Local Hack Day - Build Day   NOV 2019

- Developed a mobile application with 3 other developers using Java, Android Studio, and Microsoft Azure Speech to Text API.
- Peace: assists those who are hard of hearing by translating speech to sign language.

BC Game Jam 2018   FEB 2018

- Created an Oculus VR game using Unity and C# alongside 4 other developers and artists during a 48 hour game development hackathon.
- Dream Not Scream: players solve a sequence of various puzzles in an immersive escape room game.

CLUB MEMBERSHIPS

UBC Emerging Media Lab   SEP 2017 - AUG 2018

- Gained experience using virtual reality software and creating virtual reality games using Unity and C#.
- Main Mall Hustle: Users run across the UBC campus in virtual reality, and in the process become more acquainted with UBC's student environment.

AMS Game Development Association   SEP 2017 - APR 2018

- Collaborated with other aspiring game developers and artists towards developing games using Unity and C#.

OTHER EXPERIENCE

Actor

- Acted professionally on camera in film and television. (http://imdb.me/coltonquan)

Backstrom (TV Series) - Co-Star - 20th Century Fox Television   APR 2015

Dead Rising: Watchtower (TV Movie) - Supporting - Legendary Digital Media   MAR 2015

Strangers in a Strange Land (Feature Film) - Supporting - Independent   OCT 2013

EDUCATION

University of British Columbia   ANTICIPATED JUN 2022

Bachelor of Science - Major in Computer Science

4.33 GPA, 90.8% average