Isaac B. Wan

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EDUCATION

Macalester College, Saint Paul, MN   Bachelor of Arts Degree Expected: *May 2024*
Majors: Computer Science and Chinese Language & Culture   *GPA:* 3.83   *Semester Abroad GPA:* 3.86
Honors/Awards: DeWitt Wallace Distinguished Scholarship and John & Dolores Holl Scholarship
Extracurricular Activities/Clubs: Game Developers at Mac (Treasurer) and Macalester Consulting Group (Member)
Relevant Coursework: Introduction to Statistical Modeling

China Educational Tours (CET) Taiwan
National Taiwan University, Taipei, Taiwan, Mandarin Language and Culture   *Aug. 2022 - Nov. 2022*
- Participated in daily language class (15 hours per week) in the Chinese Language Division, learning new grammar and vocabulary.
- Attended weekly Taiwanese Cultural elective (3 hours per week), studying Taiwanese history and culture.
- Coordinated weekly meetings with a language partner to practice speaking Chinese and form bonds.

SKILLS

Languages:	Chinese (Professional)	Python (Intermediate)	Linux (Basic)	SQL (Basic)	R (Basic)
Software:	Postman (Basic)	WordPress (Basic)	Adobe Creative Cloud (Basic)	Canva (Basic)	

CERTIFICATE / BADGES

Cybersecurity Professional Certificate, Google (In-Progress)   *July 2023 - Present*
- Completed the first, second, third, and fourth courses of the eight total in the program.

API Fundamentals Student Expert, Postman   *Aug. 2023*
- Demonstrated proficiency with APIs and Postman by completing foundational tasks in Postman and passing all tests with a submitted Postman Collection.

Technology Academy, AT&T   *July 2023*
- Acquired technology and personal growth acumen and professional development.
- Gained insights and advice on technology, leadership, and career from business executives and recognized experts
- Completed entry-level training in data analytics, SQL, leadership in tech, and 5G tech strategy.

CODING PROJECTS / PROTOTYPES

Comp-394 Human Computer Interaction   *Spring 2023*
- Redesigned Macalester's MSCS department website for non-MSCS students fulfilling their general education.
- Accomplished by conducting a heuristic evaluation, then assessing the main heuristics related to our user group.
- Modeled our prototype with pen and paper, then revised it using Figma to develop a high-fidelity prototype.
- Thoughtfully engineered a community word library interface to be utilized for AAC devices.
- Achieved by consulting a panel of AAC device users about their issues and applied value sensitive design theory.
- Composed an affinity diagram to narrow our scope and conceptualized our community word library interface.

Comp-225 Software Design and Development   *Spring 2022*
- Planned and built a Jell-O physics-based, competitive basketball game, "Sqwish," using a game framework.
- Collaborated with a team over the course of a semester and independently learned JavaScript for our project.

Comp-221 Algorithm Design and Analysis   *Spring 2022*
- Researched and programmed a Rubik's Cube algorithm in Java to solve a user's scrambled Rubik's Cube.

EXPERIENCE

Macalester's Digital Resource Center, St. Paul, MN   *Sept. 2020 - Present*
Assistant
- Manages tech equipment for students and faculty and prepares software for events, projects, or personal use.
- Operates troubleshooting ticket system, TopDesk, to provide technical assistance and 3D/poster printing requests.
- Coded and regularly maintains a Discord bot that connects to TopDesk's API to pull tickets and post them.
- Taught monthly workshops for students and staff to learn about new technologies and software, such as Canva.
- Organizes Macalester's WordPress sites using Airtable and migrates sites to the latest version.