

Johnny Chan

Software Engineer

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TECHNICAL SKILLS

JavaScript(ES6+) | React | Redux | TypeScript | Vue | Node.js | Express.js | RESTful API | SQL (PostgreSQL) | NoSQL (MongoDB) | GraphQL | HTML | CSS | SCSS | Git | Github | Webpack | Travis CI | Docker | AWS (EC2, RDS, IAM) | Electron | TDD (Jest) | OOP

EXPERIENCE

OverVue | *Software Engineer*

2022 - Present

- Led team of 5 engineers in an Agile environment: facilitated duties, organized sprints and encouraged effective team interaction that shipped version release 2 weeks ahead of schedule
- Spearheaded export/import features in Node.js that rendered launch-ready templates (wrote 70% code and reviewed 30%)
- Adapted Electron to bundle an independent Node/Chromium application for OS platforms, built with Node.js runtime, to create native user interface elements for ease of use and accessibility that includes menus and user dialogues
- Leveraged Vue to produce modular components and data-binding architecture to maintain single-file component (SFC) structure for better readability while utilizing server-side rendering (SSR) to achieve optimal load times
- Built global state management pattern using Vuex that increased developer efficiency across existing/future components
- Developed product in TypeScript to enforce strong static typing to enhance code base integrity and error handling
- Implemented test-driven development (TDD) using Jest for unit testing to streamline application development
- Designed UI in support of user stories to promote cohesive UX and scalability of the product
- Product with +2300 Github stars developed under tech accelerator OS Labs (opensourcelabs.io)

Fujifilm Irvine Scientific | *Automation Research Scientist*

2021 – 2022

- Programmed automated liquid handlers and developed functional algorithms that increased overall company-wide experimental productivity saving 20 hours per week of manual labor
- Collaborated with different sizes of teams and across 10 departments such as management, quality assurance, production, and marketing to meet customer requests and deadlines

Leidos Inc. | *Environmental Engineer*

2019 – 2021

- Constructed Excel models and scripts for environmental data analysis and mentoring junior engineers on best practices

Digipath Labs | *Technical Associate*

2018 – 2019

- Employed LIMS/SQL databases and coded HTML/CSS to update website content that reflects sales and product lines

OPEN SOURCE

Landing Pad | *Social events platform for outdoor communities and activities*

- Created interactive event sign up pages and login/authentication using Node.js, React, and Redux that optimized codebase uniformity and service-oriented architecture
- Conceptualized REST endpoints using Express to handle HTTP requests to various endpoints using middleware function design, routers, and controllers that promoted modular codebase readability, chain of responsibility, and error handling
- Established PostgreSQL database to store relational data with strict schemas to maintain standardized user-sensitive data

Foodie-Verse | *Recipe generator application to expand your eating horizons*

- Leveraged React and Hooks to manage state and lifecycle methods to minimize prop drilling and the use of class-based higher order components to generate a performant scalable frontend
- Followed TDD principals by implementing Jest, React Testing Library, and SuperTest testing for React components and HTTP requests to ensure application functionality, reduce bugs, and enable efficient refactoring

GraphIt | *Graphing image generator tool to visualize data sets*

- Integrated Chart.js for smaller application architecture to efficiently generate scalable graphical visualizations of client-input data that is exportable to suit the needs of the client
- Utilized React Router SPA client-side rendering to reduce server requests, increase page rendering speed, and promote conditional rendering that resulted in fewer API calls for a smooth event planning experience
- Constructed application with Webpack to utilize hot module reloading, ES6+ Babel transpilation for developer packages, and faster tree shaking bundling times to improve efficiency of developer environment and bypass older browser versions

EDUCATION

University of Nevada, Reno (UNR) | Bachelor of Science

2015

Relevant Coursework: Computer Science (C++ and algorithms/data structures)

INTERESTS

Most of my interests revolve around outside activities such as snowboarding, rock climbing, or trying new foods at restaurants. I also enjoy planning/building computers, cooking, board/video games, and watching my corgi shed another copy of himself