David Chan

EDUCATION

University of California, Irvine   *2023-2025*
GPA: 3.8, Dean's Honor List
- Relevant Coursework: Project in Software System Design, Introduction to Software Engineering

Contra Costa College   *2021-2023*
GPA: 4.0
- Relevant Coursework: Advanced Programming with C++, Assembly Language & Computer Organization, Object Oriented Programming in C++, Data Structures, Linear Algebra

SKILLS AND INTERESTS

- **Skills:** C/C++, ES6 JavaScript, Java, HTML/CSS, SQL, C#
- **Tools and Frameworks:** NodeJS, ExpressJS, ReactJS, NextJS, Unity Engine, Bootstrap, Jest
- **Educational Interests**: Web Development, Artificial Intelligence, Human-Computer Interaction, Game Development and Design, Machine Learning, Graphic Design, Information Systems

PERSONAL PROJECTS

Physics Calculator Website   *January 2021 - June 2021*
- Developed a static website using HTML/CSS and JavaScript to perform physics calculations based on fundamental concepts/equations (momentum, kinetic/potential energy, gravitational force, etc.)
- Implemented dynamic calculation forms to solve for missing variables
- Provided contextual explanations and embedded resources for an enhanced user experience
- Integrated Formspree API to allow users to send emails to me based on feedback for the website

Fishy Game (Unity)   *June 2023*
- Developed a 2D game in Unity using C# to gain familiarity with Unity Engine
- Implemented basic controls, game state management, and audio using Unity's built-in components and systems (Rigidbody2D, Collision, SceneManagement, AudioSource)

RELEVANT EXPERIENCE

DicomViewer 3D   **March 2023 - June 2023**
- Collaborated with a team to develop a browser-based application using NodeJS, ExpressJS, and ReactJS for 3D medical scan visualization for a client
- Implemented backend services to handle DICOM file uploads, utilizing 3D Slicer's Python API for model generation, and leveraging three.js for model rendering
- Integrated zip extraction, UUID generation, and file handling functions

Software Engineer Intern on Trust & Safety | DOAH.ai   **Present**
- Developed RESTful API endpoints using NodeJS, expanding on client interactions with internal APIs for enhanced user and data management
- Built and optimized tools for user enrichment workflows, including email lookups to aggregate and unify user information retrieved from various internal APIs
- Specialized in detecting and flagging user data as spam by improving automated spam detection
- Increased unit testing coverage for internal APIs to ensure robust data handling using Jest.

ORGANIZATIONS

Alpha Epsilon Pi   *November 2023 - Present*
- Head of New Member Development (Spring 2024)

WORK EXPERIENCE

Target   *July 2021 - August 2023*
- Worked cohesively with a team to manage online orders, processing over 400 items daily
- Developed strong communication skills to efficiently complete tasks and handle various requests

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