

DEREK CHAN

Current

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GitHub



LinkedIn



Personal

PROGRAMMING

JavaScript, React, jQuery, SASS
HTML/CSS, Ruby, Rails, SQL, Git

SKILLS

- Passionate about creating responsive and intuitive interfaces
- Obsessed with simple, human-centric design and usability
- Excited to collaborate on new ideas, solve problems, and pass on knowledge
- Quick to adapt to new tools in environments

EDUCATION

App Academy Jul 2015 – Oct 2015

Web Development Program

- < 5% acceptance rate
- emphasis on pair programming

New York University 2010 – 2014

B.S. in Finance & Accounting

GPA: 3.4 Major GPA: 3.6

EXPERIENCE

Delivery.com March 2016 – Present

Front End Developer

- Solely implemented the checkout complete page and the cross sell modal using React, Redux, Optimizely, and Google Analytics tagging
- Developed features to promote summer deals and the alcohol vertical using HTML, SASS, Angular and React
- Collaborated and worked in an agile environment with product managers, designers, and other developers

Vimbly Aug 2014 – Jul 2015

Head Account Manager – Business Development

- Led and managed clients 300+ total accounts and spearheaded sales launches in 6 major cities like Los Angeles and Las Vegas

PROJECTS

Celadon (Ruby on Rails, Backbone.js)

[Live](#) | [Github](#)

An online marketplace for Pokémon inspired by Amazon.com

- Dynamic product filtering through custom AJAX/server requests & SQL
- Product-driven content and customer data (ex. number of unique views) is driven by nested associations
- Focus on UX/UI through responsive buttons and an integrated header
- Managed code quality through RSpec tests

Falling Balls (JavaScript, HTML Canvas)

[Live](#) | [Github](#)

A responsive single player arcade game to test your ball dodging skills

- Integrates vectors/gravity for ball bouncing physics
- Updates player high scores through AJAX server requests

Tronsnake (JavaScript)

[Live](#) | [Github](#)

A two-player remake of two classic arcade games – Tron and Snake

- Utilizes jQuery listeners for controls and mechanics
- Built for scalability (adding more snakes) and easy property changes

Chess (Ruby)

[Github](#)

A terminal-based chess game against the computer

- Implemented through OOP, using multi-class inheritance for DRY code
- Applied move algorithms to validate moves and detect checkmate