

Andrew Chan

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

SKILLS

JavaScript (ES6), Ruby, C#, Python, React, Redux, Node.js, Ruby on Rails, Unity, Firebase, Webpack, SASS, MongoDB, PostgreSQL

EXPERIENCE

Software Engineer Technical Specialist

App Academy - Ruby, JavaScript, Aug 2019 - Current

- Conducted various technical interviews for potential student candidates, reviewing their coding proficiency in Ruby and JavaScript developing curriculum and conducting solo and pair programming exercises
- Mentored peers for experience in the position, with both shadowing and mock interviews to prepare them for the job

Lead Engineer - Polio Project

University of Washington, Engineers Without Borders - Machine shop, September 2015 - February 2018

- Designed a Polio elution device for use in third world countries with unreliable electrical access to carry out the filtering and detection of Polio in a compact size, funded by the WHO and Bill and Melinda Gates Foundation
- Communicated with many teams and scientists to effectively respond to given feedback and deliver over 24 elution devices to at least 5 countries to aid in polio eradication efforts

PROJECTS

Flappybara

[Google Play Store](#)

A casual game for all ages - Unity 3D, C#, Mono, Firebase, Android App Bundle

- Created a solo indie game using the Unity engine and established fundamental movement physics and collision interactions with game update and collider event handlers
- Integrated Firebase analytics and database to keep track of a global leaderboard for user high scores
- Connected the game with various signed keys to ensure security and identity
- Optimized performance and display for various mobile phone models by utilizing the Android App Bundle to reduce file size and ensure compatibility

Go-chella

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

An event planning and organizing website - JavaScript ES6, MongoDB, Express, React.js, Redux and Node.js

- Developed a robust user authentication system utilizing JSON Web Tokens that provides an aesthetic UI for front end error messages by parsing them through different slices of frontend state via React/Redux
- Designed a display carousel that displays information on the current active group
- Styled a loop through the active group acts backgrounds on a set interval to create a more enjoyable UX
- Followed a minimalistic design philosophy and refactored the frontend state to reduce the number of render calls a component will make upon mounting and updating to ensure a smooth user experience

Discourse

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

An app for live text chat - React.js, Redux, Ruby, Ruby on Rails, Action Cable (websockets), PostgreSQL, AJAX, and Moment.js

- Established live text chat channels for each server by opening websocket connections via Action Cable and allowing users to broadcast custom time-stamped messages as soon as they subscribe to the channel
- Implemented a responsive text field that will expand to a maximum height based on input text by adjusting the properties of the text field with JavaScript every time a change is detected

Shadow fight

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

A fighting game inspired by Tekken and Street Fighter - JavaScript ES6 and HTML5 Canvas

- Calculated accurate hitboxes based on the sprite positions to ensure the visual representation of the sprite on the canvas always matches player input on a frame by frame basis

EDUCATION

App Academy - Immersive three month software engineering program focusing on full stack web development (Spring 2019)

University of Washington, Seattle - B.S. Applied Physics (Winter 2018)