Andrew Chan

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EXPERIENCE

Software Engineer

Client - JavaScript, Express.js, Node.js, Vue.js, Jest Jan 2020 (Current)

- Migrated functionality of legacy codebase that used SVN and Web Components, to Git and Vue using the micro frontends (MFE) architecture
- Developed features with critical business value during 2020 Q4 peak, ensuring optimal user experience
- Worked across multiple teams to collaborate on complex features and bugs for quality delivery
- Ensured a minimum 60% unit test coverage on new code, while also adding new unit tests for areas lacking in code coverage to raise the overall test coverage to at least 80%

Nisum - JavaScript, TypeScript, Express, React.js, Angular.js, Vue.js, jQuery, Webpack

- Adopted the scrum/agile process to effectively communicate with clients, developing working proof of concepts of a custom search and address validation in Vue
- Migrated a business-to-business (B2B) website from Wordpress to a statically served web app using Handlebars alongside React, jQuery and Express
- Resolved cross browser compatibility issues as well as mobile responsive design issues across the codebase to work with the most common browsers and device sizes, using an autoprefixer alongside the CSS loader and responsive design tools respectively
- Studied React, Angular and Vue to prepare for potential client work, as well as to better understand the strengths and nuances of each framework
- Created proof of concept applications using technologies such as React Native, Node, and a Jenkins pipeline

Software Engineer Technical Admissions Specialist

App Academy - JavaScript, Ruby, Python Aug 2019 - Dec 2019

- Conducted various technical interviews for potential student candidates, reviewing their coding proficiency in JavaScript, Ruby or Python, and 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

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

Go-chella   Live Site | Github

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

- Developed a standard user authentication system utilizing JSON Web Tokens to facilitate a personalized experience for an event planning website developed by a 3 person team.

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

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)

Other

Languages - Fluent in Cantonese and Mandarin (lived and grew up in Hong Kong for roughly 9 years)

Interests - Software: Svelte, Unity, Unreal, WebSockets, learning about new tech; Other: Basketball, guitar, biking;