Andrew Chan

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EXPERIENCE

Software Engineer

Nisum - JavaScript, TypeScript, Express, React.js, Angular.js, Vue.js, jQuery, Webpack Jan 2020 (Current)
- Adopted the scrum/agile process to effectively communicate with company clients, developing working proof of concepts of a custom search and address validation in Vue for the initial sprint
- Rebuilt a client website from scratch, converting their current 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
- Wrote multiple Jest unit tests to help increase coverage of Vue component codes to exceed the required 80% overall and branch coverage
- Studied Angular and Vue to prepare for potential client work, as well as to better understand the strengths and benefits of each framework
- Created proof of concept applications with React Native and a simple Node application with a Jenkins pipeline to demonstrate their respective technologies

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
- 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

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)