

JAN MARKUS MILAN

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<https://janmarkusmilan-portfolio.netlify.app/>

EDUCATION

City University of New York, College of Staten Island (CSI)

The Verrazano School: A 4-year selective undergraduate honors program

Staten Island, NY

Bachelor of Science in Computer Science, accredited by ABET

May 2021

Cumulative GPA: 3.69 / 4.00

Relevant Coursework:

Object Oriented Design, Data Structures, Analysis to Algorithms, Game Development, Software Engineering

Honors: CSI Scholarship Recipient, NYC Council Merit Scholar, *Cum Laude*

SKILLS

Programming: JavaScript, C++, C#, HTML5, CSS3, Node.js, React.js, Git, SQL

Technologies: Unity, GitHub, Visual Studio Code, OS X, Microsoft Office Suite

Certifications: Tech Talent Pipeline, Jun 2020; Major League Hacking Fellowship, Aug 2020

TECHNICAL PROJECTS

Serious Game Development (Capstone Project): [Meducation](#) | [GitHub](#)

New York, NY

Software Development Student

Oct 2019 – Dec 2020

Honors and capstone project in collaboration with Dr. Deborah Sturm at CSI. Meducation is a 2D educational game that focuses on teaching various medications used in our world today.

- Provided nursing and pharmaceutical majors a fun alternative way of learning medicine through gamification
- Created a 2D game using the Unity game engine, and exporting to WebGL to be played on a browser
- Incorporated in-game features under the feedback and guidance of nursing students and leaders in the industry
- Incorporated universal accessibility features such as text-to-speech so that vision impaired people can also play the game
- Presented results to mentor and a live audience at an undergraduate conference

NYC Tech Talent Pipeline Residency Full Stack Development Bootcamp | [GitHub](#)

New York, NY

Software Development Student

May 2020 – Jun 2020

Learned industry level tech stacks like React.js, React-Redux, Node.js, Express.js and PostgreSQL, as well as industry level design patterns and version control with Git and GitHub. Worked in teams and delivered on a capstone project in collaboration with fellow developers.

- Created a full stack CRUD [application](#) that houses information about games that have or will be released
- Utilized Netlify to deploy the application from a local client to a cloud server
- Used Git and GitHub to create and track feature branches for team collaboration and version control
- Incorporated Axios to query game data from a public API through a GET request
- Applied Node.js to establish a user registration and login feature, as well as a “like” and “comment” section

PROFESSIONAL EXPERIENCE

Major League Hacking Fellowship

New York, NY

Software Engineer Intern

Jun 2020 – Aug 2020

Contributed to open-source projects partnered with Major League Hacking on GitHub. Collaborated with other fellows under the guidance of a professional mentor.

- Contributed to the [HospitalRun](#) open-source project by working on issues and making pull requests
- Expanded my knowledge on multiple JavaScript frameworks with an emphasis on React.js and TypeScript
- Wrote unit tests using the Jest JavaScript testing framework for the HospitalRun open-source project
- Used Git and GitHub to create and track feature branches for version control