

# Jeffrey Chan

phone 415-640-7829

jchan40@ucsc.edu

[LinkedIn](#)

[Github](#)

[Portfolio](#)

## SKILLS

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, Java

## EDUCATION

**University of California @ Santa Cruz - BS - Computer Science** (Spring 2018)

**App Academy** - Immersive software development course with focus on full stack web development (Spring 2018)

**Relevant Coursework:** Data Structures, Computer Architecture, Computer Networks, Abstract Data Type, Algorithm Analysis, Operating Systems, Software Development

## PROJECTS

MusicOn

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

*A clone of Spotify, a music streaming application, written in React, Redux and Ruby on Rails*

- Created top-level music player using HTML5 audio and React, giving the user seamless audio streaming during navigation.
- Leveraged the Redux Cycle to dynamically sync audio between React components and play-pause toggle buttons with music player.
- Utilized Redux architecture's unidirectional data flow with React for predictable state and reliable DOM rendering.
- Utilized JQuery's AJAX to allow communication between frontend and backend and have consistent data flow throughout the application.

Endless Runner

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

*Solely used Javascript, HTML and CSS to implement an endless runner game*

- Animated sprites using spritesheets and integrated keystroke event listeners to handle player direction and movement to ensure a quality gaming experience.
- Employed canvas to implement a scrolling background that emulates an appearance of the player moving forward.

ZombieSplat

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

*Virtual reality zombie shooter game written in Express, Mongoose, Aframe, React, Redux*

- Incorporated and developed an immersive virtual reality game on the web in a span of 6 days as part of a team.
- Demonstrated the ability to work under pressure and learn new technologies quickly by implementing core logic of the game using AFrame framework.
- Utilized A-Frame framework and React.js to render an immersive virtual reality zombie game with the functionality to shoot zombies and keep track of high score.

## EXPERIENCE

Computer Lab Consultant

*UCSC, Learning Technologies, ITS, Sep 2016-feb-2018*

- Assisted over 10 students each shift in learning how to use lab's adobe and microsoft products helping familiarize the operations of the machines.
- Collaborated with professors and TAs to assure Engineering and Social Science classes and sections run smoothly in computer lab.