

Jeffrey Chan

phone 415-640-7829 | chanmjeffrey@gmail.com | [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)

Full Stack Software Development - 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](#)

Full stack music streaming application inspired by Spotify, 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.
- Developed reusable components to maintain modular and DRY code while making it easier to maintain, debug, and grow code base.

Endless Runner

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

Solely used Javascript, HTML and CSS to implement a endless runner game.

- Animated sprites using spritesheets and integrated keystroke event listeners to handle player 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.