

Jeffrey Chan

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

September 2015 – June 2019

Bachelor of Science: Electrical Engineering

GPA: 3.84 | Dean's Honor List

Relevant Coursework: Data Structures, Computer Organization, Discrete Mathematics, Logic Design of Digital Systems, Circuit Theory I, Signals and Systems

SKILLS AND ABILITIES

Programming Languages: C/C++, Python, HTML, CSS, JavaScript, SQL, Verilog

Libraries and Frameworks: Express, React, Node, jQuery, Bootstrap, D3, Jekyll

Software Skills: Microsoft Office, Windows, Arduino, Git/Github

Interpersonal Skills: Strong communicator, Thrives in team environments, Always willing to learn and help others

WORK AND INTERNSHIP EXPERIENCE

NASA JET PROPULSION LABORATORY

June 2016 – August 2016

Web Development Intern

- Developed on and updated a database of hosted payload opportunities using Microsoft Access and SQLite
- Developed a web crawler in Python that visits a list of webpages and search for keywords within the HTML

IEEE AT UCLA

May 2016 – Present

Webmaster

- Maintain and improve web and mobile interfaces used by over 300 students every year
- Collaborated on a team to develop a website for IDEA Hacks, an annual hardware-based hackathon at UCLA

DAILY BRUIN

January 2016 – Present

Front End Developer

- Collaborated on a static webpage for an article about how athletic clothing is becoming casual in fashion
- Collaborated on a blog post that displayed data on presidential campaign donations from the UC system using D3.js

PROJECTS

GITHUB BATTLE

July 2016

- Web application built with React and Webpack that takes in the usernames of two Github users and assigns each a score based on their number of followers and their number of stars – higher score wins
- **Demo:** jeffreyxchan.github.io/Github-Battle

TWITTER CRAWLER

May 2016

- Web application built with Express, React, and Node that takes in a valid Twitter username and uses the Twitter API to display the last 25 tweets of that user
- **Demo:** jeffrey-twitter-crawler.herokuapp.com

NATBUS

May 2016

- Constructed a self-driving car that uses the reflection of infrared light to drive along a path of white tape
- Designed the car's navigation to multiply the speed of one wheel by a proportional constant to correct its path

FRACKMAN

February 2016

- C++ game in which the player navigates the Frackman around an oil field in search of oil while also avoiding protestors that chase the Frackman around the field