JIE JACK FAN

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Objective: Computer science student looking for full-time SDE positions starting January 2021. With strong problem-solving, teamwork and communication skills.

EDUCATION

University of Virginia: Virginia, VA   Expected December 2021
Master of Engineering in Computer Science   **GPA: 3.87/4.0**
Courses: Network Security, Information Retrieval, NLP, Cloud Computing, Machine Learning, Human-Computer Interaction.

Northeastern University: Boston, MA   May 2020
Bachelor of Science in Computer Engineering   **GPA: 3.89/4.0**
Courses: Web Development, Object Oriented Design, Computer Systems, Advanced Engineering Algorithms.

TECHNICAL SKILLS

Languages: Java, JavaScript, HTML, CSS, Python, C++
Frameworks: React, Angular, Redux, Node.js, Spring Boot, Bootstrap, jQuery
Databases: Firebase, MySQL, MongoDB

Work Experience

Glimmer411 Full Stack Developer Intern: May 2021 - Present
- Developed routine logging page where registered users can see a calendar showing weekly and monthly views. Users can click to see daily view and log progress towards their hair care routines such as product used, frequency of wash.
- Engineered frontend using Angular and backend using Firebase for easy scalability.
- Modified calendar module displaying custom icons of tasks accomplished each day.

Projects

Kanban To-do List: April 2021 - May 2021
- A full-stack website for users to authenticate and build their to-do list board which contains movable to-do lists, and movable tasks in each list. Project was built like a single user Trello with more focus on basic to-do list functions.
- Designed front-end using Angular and drag & drop SDK and backend hosted on Firebase to improve scaling. Site deployed on Google Cloud.

FreeCell HTML: September 2020
- Engineered a single player FreeCell (solitaire) game on an HTML webpage. Added functionality for users to specify a custom number of open/cascade piles to improve difficulty of the game.
- Built game using MVC technique. Model and controller implemented using JavaScript, view implemented using HTML and jQuery UI Touch Punch (for drag & drop).
- Tested using Junit and deployed on website for live testing.

Astronomy Picture of the Day Website: June 2020 - July 2020
- Built a website for astronomy fans to create account, search and share photos from NASA's APOD API.
- Utilized full-stack technologies like React, Redux to establish front-end page designs such as unique user profile pages, comment for posts on another profile, search based on multiple parameters from external API.
- Integrated MySQL, RESTful API, and Java Spring Boot for a back-end server to store User, Post, Comment in database.
- Collaborated with a team of three. Facilitated the design of the architecture and led the implementation of the website.

Java Animator: April 2020 - May 2020
- Designed a GUI using Java that allows users to create animation using different shapes. Implemented video player features such as playback control and progress bar.
- Developed view component using Java Swing for smooth UI integration. Developed model and controller using Java.
- Solved problem with moving progress bar by implementing a pause mechanism while mouse click on hold event is true.
- Tested all functionalities using Junit and delivered the project in an .exe format.