

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: 3.91/4.0
Courses: Network Security, Information Retrieval, NLP, Robotics, 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
Frameworks: React, Redux, Angular, Node.js, Spring Boot, Bootstrap, jQuery
Databases: Firebase, MySQL, MongoDB

WORK EXPERIENCE

Glimmer411 Full Stack Developer Intern: May 2021 - August 2021

- Developed routine logging page for 100+ users, to allow users to log progress towards their hair care routine and view progress in a calendar showing weekly and monthly views.
- Led design of front-end using Angular and back-end using Firebase for fast prototyping and easy scalability.
- Prototyped calendar module displaying custom icons for tasks accomplished each day.

Medica Corporation Firmware Engineer Co-op: July 2019 - December 2019

- Developed noise-cancellation algorithm for ADC in a blood electrolyte analyzer to improve diagnosis time by 10%.
- Led development of firmware for a new processor and transcribed 100% of functionalities from the old analyzer.

Shark Ninja Electrical Engineer Co-op: July 2018 - December 2018

- Initiated firmware and hardware prototype of an auto-empty charging dock for Shark Ion vacuum robots released in May 2019.
- Prototyped testbed for BMP280 temperature sensor and STM32 chip to validate suction power in vacuum products.

PROJECTS

Kanban To-do List: April 2021 - May 2021

- Originated a website to build and save draggable to-do lists containing draggable items leading to higher productivity.
- Designed front-end using Angular's drag & drop SDK, back-end hosted on Firebase to improve scaling and site deployed on Google Cloud.

FreeCell HTML: September 2020

- Engineered FreeCell game on an HTML webpage where users can customize number of open/cascade piles.
- Built game using MVC technique where model and controller implemented using JavaScript, view implemented using HTML and jQuery UI Touch Punch (for drag & drop).

Astronomy Picture of the Day Website: June 2020 - July 2020

- Built a website for astronomy fans to authenticate, search and share photos from NASA's APOD API.
- Utilized full-stack technologies like React, Redux to establish front-end features such as user profile pages, commenting under another profile, and search/retrieve from external API.
- Integrated MySQL, RESTful API, and Java Spring Boot for a back-end server to store User, Post, Comment in database.

Java Animator: April 2020 - May 2020

- Designed a video player GUI that allows users to create animation with unique shapes, colors, and sizes.
- Prototyped view component using Java Swing for smooth UI integration. Developed model and controller using Java.