

# Josh Chan

COMBINED MAJOR · BUSINESS AND COMPUTER SCIENCE

Vancouver, British Columbia, Canada

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## Technical Skills

- **Programming Languages:** Java | Scala | C# | JavaScript/JSP | HTML | CSS | Bash | Python | SQL | R (dplyr) | Groovy
- **Development Tools:** Git | IntelliJ | Android Studio | React/React Native | Node.js | Unity Engine | RStudio
- **Other:** Agile (Scrum) | Linux/Unix | AWS | PostgreSQL | Cassandra | Consul | Vault | Docker | Kubernetes

## Education

### University of British Columbia (UBC)

Vancouver, Canada

BACHELOR OF COMMERCE · CUMULATIVE GPA: 3.7

Expected Completion: May 2021

- One of 60 students accepted annually into UBC Sauder's competitive Combined Major in Business and Computer Science program
- Awards and Scholarships: Dean's Honour List (2018/2019), British Columbia Achievement Scholarship, District/Authority Scholarship

## Work Experience

### Site Reliability Engineer Intern

Vancouver, Canada

VISIER INC.

Sep 2019 - Present

- Consolidated infrastructure as code using Consul and Vault to automate and improve on application configurations, service discovery, and integration with monitoring tools such as Prometheus
- Identified security vulnerability of configuration secrets being stored in server logs and implemented a solution to mask credentials
- Actively learning Jenkins and Kubernetes to improve server elasticity, application scalability, and cost efficiency of infrastructure

### Mobile Application Product Management/Developer Intern

Ottawa, Canada

CANADIAN FOOD INSPECTION AGENCY

May 2019 - Aug 2019

- Improved efficiency, readability, and testability of previous co-op student project codebase through refactoring code architecture, adding documentation, remodelling SQL databases, and implementing Android design patterns
- Designed and developed internal enterprise-level mobile applications that focused on empowering employees through social engagement and resource sharing

## Extracurricular Experience

### Information Technology Director

Vancouver, Canada

UBC COMMERCE UNDERGRADUATE SOCIETY

April 2019 - Present

- Led a team of three associates in project development through an agile workflow to help streamline internal processes for an organization with a \$1.3 million operating budget and its 23 affiliate clubs while fostering a supportive and collaborative environment
- Reduced the number of malicious emails received by the CUS from over 60 in a month to under five by implementing three back-end projects that automate internal processes through Google Apps Script, monitoring G Suite user metrics and enhanced spam filtering

### Software Developer Executive

Vancouver, Canada

UBC BIZTECH

Sep 2019 - Present

- Assist in execution and organization of club events to foster an active community of passionate students and professionals through impactful learning opportunities, such as workshops, panels, keynotes, and hackathons
- Currently developing a web application with a team of six students to streamline the process for club members to register for events and stay up-to-date with business and technology related news - utilizing React, Firebase, and AWS Serverless Computing

## Technical Projects

### I Choose You!

Vancouver, Canada

NWHACKS UBC

Jan 2019 - Feb 2019

- Awarded "Best Use of Standard Library" out of over 130 teams by creating an augmented reality Pokémon Card game utilizing multiple technologies, such as IBM Watson's Cognitive Services, custom REST API, Unity Engine, and Vuforia within 24 hours
- Created an immersive visual gaming experience by implementing battle animation scripts with C# and integrated Vuforia's AR Engine and image database with Unity Engine's textures and models

### vrEMDR: Virtual Reality Psychotherapy

Burnaby, Canada

LUMOHACKS SFU

Sep 2018 - Nov 2018

- Engineered an immersive virtual reality psychotherapy app aiming to improve accessibility and effectiveness of Eye Movement Desensitization and Reprocessing within 24 hours and placed 2nd out of over 70 teams
- Diagnosed bottlenecks of design and implementation and programmed the C# scripts within Unity Engine