Josh Chan

COMBINED MAJOR · COMPUTER SCIENCE AND BUSINESS

Vancouver, British Columbia, Canada

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Technical Skills

- **Programming Languages:** Python | Java | Scala | Go | Ruby | JavaScript/JSX | HTML | CSS | Bash | SQL | C# | Groovy
- **Development Tools:** Git | IntelliJ | Android Studio | React | Node.js | Jenkins | Selenium | Unity Engine
- **Other:** Linux/Unix | AWS | GCP | Kafka | Cassandra | Consul | Vault | Docker | Kubernetes

Education

University of British Columbia (UBC) *Vancouver, Canada*
BACHELOR'S DEGREE · CUMULATIVE GPA: 81% *Expected Completion: May 2022*

- 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

Production Engineer Intern *Waterloo, Canada (Remote)*
SHOPIFY *May 2020 - Present*

- Developed automation and service tooling for reliable Kafka data streaming pipelines that integrate with Google Cloud Platform and Kubernetes and handle over 300 billion messages per day
- Designed technical architecture and spearheaded a project to address a single point of failure in Kafka infrastructure by implementing MirrorMaker 2.0 to handle transparent failovers in various cloud deployment topologies

Site Reliability Engineer Intern *Vancouver, Canada*
VISIER INC. *Sep 2019 - Apr 2020*

- Consolidated infrastructure as code using Consul and Vault to automate and improve on application configurations, service discovery, and integration with monitoring tools for approximately 150 configurations and 15 microservices
- Implemented and refactored command line interface tools that improve overall application scalability and cost efficiency of infrastructure by 50% involving Python scripts, Docker, Selenium, and Jenkins

Mobile Application Developer Intern *Ottawa, Canada*
CANADIAN FOOD INSPECTION AGENCY *May 2019 - Aug 2019*

- Improved efficiency, readability, and testability of two previous co-op student projects through refactoring code architecture, adding documentation, remodelling SQL databases, and implementing Android design patterns
- Developed the beta version of an Android app that focused on empowering over 7000 agency employees through resource sharing

Extracurricular Experience

Software Product Sprint Participant *Remote*
GOOGLE *May 2020 - Aug 2020*

- Contributed to open-source web development, developed data structures and algorithms skills, and forged robust relationships with a diverse group of university students and Googlers as part of an 11-week invite-only program
- Built a digital note conversion web app within three weeks using Google App Engine, Cloud Storage, and OCR and NLP libraries

Information Technology Director *Vancouver, Canada*
UBC COMMERCE UNDERGRADUATE SOCIETY *Apr 2019 - Apr 2020*

- Reduced the number of malicious emails received from over 60 in a month to zero by implementing three projects that automated internal processes through Google Apps Script, scraped and monitored G Suite metrics with Python, and enhanced spam filtering

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 IBMWatson's Cognitive Services, custom REST API, Unity Engine, and Vuforia within 24 hours
- Implemented battle animation scripts with C# and integrated Vuforia's AR Engine 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 Android app with Google VR and Unity SDKs, aiming to improve accessibility and effectiveness of Eye Movement Desensitization and Reprocessing within 24 hours and placed 2nd out of over 70 teams