

Josh Chan

COMBINED MAJOR · BUSINESS AND COMPUTER SCIENCE

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Education

UBC Sauder School of Business

Vancouver, Canada

BACHELOR OF COMMERCE · COMBINED MAJOR IN BUSINESS AND COMPUTER SCIENCE

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

Technical Summary

- **Programming Languages:** Scala | Java | C++ | HTML | CSS | Apps Script | JavaScript/JSX | R (dplyr) | SQL
- **Development Tools and Frameworks:** Git | IntelliJ/Android Studio | Node.js | React | Flutter | PostgreSQL
- **Software and Systems:** G Suite | Microsoft Office | Windows System | Linux/UNIX
- **Other:** Firebase | AWS | Unity Engine | Vuforia AR Engine | Jenkins

Work Experience

Site Reliability Engineer (DevOps) Intern

Vancouver, Canada

VISIER INC.

Sep 2019 - Present

- Improved on automation of deployment infrastructure related to service discovery and monitoring by implementing configuration as code processes to integrate with Consul and Vault
- Identified security vulnerability of configuration secrets being stored in server logs and developed a solution to mask the credentials

Undergraduate Teaching Assistant

Vancouver, Canada

UBC MATHEMATICS

Sep 2018 - Dec 2018 | Sep 2019 - Present

- Guided students to focus on personal areas of further development by assessing and providing detailed, individualized feedback to over 150 students for all evaluative course material (Differential Calculus for Social Science and Commerce: MATH 184)
- Facilitated online discussion board by thoroughly answering over 20 inquiries each week to help students comprehend course content and sufficiently advance to higher-level math

Mobile Application 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, 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 (CUS)

April 2019 - Present

- Led a team of three IT Associates in project development through an agile workflow to help streamline internal processes for the CUS 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 refine internal processes through Google Apps Script 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 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