Josh FL. **Chan**

COMBINED MAJOR · BUSINESS AND COMPUTER SCIENCE

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Technical Summary

- **Programming Languages:** Java, R, C/C++, C#, Google Apps Script/JavaScript, Python (Learning)
- **Tools:** RStudio (dplyr), Git, IntelliJ, Unity Engine, Vuforia AR Engine, JupyterNotebook (Learning)
- **Software & Systems:** GSuite & GSuite Management, Microsoft Office, Tableau, FileMaker Pro, Windows System, LINUX/UNIX
- **Methodologies & Practices:** Agile, Scrum, Waterfall

Technical Projects

VisualEyes — *BizHacks UBC, Vancouver, Canada*

FINALIST HACKATHON PROJECT & SPONSORSHIP PRIZE WINNER: BEST BUY BEST HACK — *Feb. 2018 - Present*

- Developed an eye-tracking and face analysis tool for marketing purposes that utilizes Swift, ARKit 2, and Microsoft Azure Cognitive Services API within 24 hours and placed 1st out of 40+ teams, while winning Best Buy's Best Hack Prize
- Spearheaded management of project, focusing on design elements and implementation analysis, while actively learning Swift to assist with integration of Microsoft Azure API for emotional recognition features
- Currently implementing Android compatible version with Java, ARCore, and JavaScript to add data visualization features add improve upon limited aspects of proof of concept design from hackathon

I Choose You! — *nwHacks UBC, Vancouver, Canada*

SPONSORSHIP AWARD WINNING HACKATHON PROJECT: BEST USE OF STANDARD LIBRARY — *Jan. 2019 - Present*

- Created an augmented reality Pokemon Card game that utilizes multiple technologies, such as IBMWatson API, custom REST API, Unity Engine, and Vuforia within 24 hours and won "Best Use of Standard Library" out of 130+ teams
- Implemented battle animation scripts with C# and successfully integrated Vuforia's AR Engine and image database with Unity Engine's textures and models to create an immersive visual experience
- Currently refactoring battle REST API on Standard Library with JavaScript and Node.js and actively learning Firebase platform to initialize back-end server for multiplayer usage as a long-term project

vrEMDR: Virtual Reality Psychotherapy — *Lumohacks SFU, Burnaby, Canada*

FINALIST HACKATHON PROJECT — *Sep. 2018*

- Developed an immersive virtual reality psychotherapy app with the goal of improving accessibility and effectiveness of Eye Movement Desensitization and Reprocessing within 24 hours and placed 2nd out of 70+ teams
- Diagnosed bottlenecks of design and implementation and programmed the C# scripts within Unity Engine
- Spearheaded follow-up process and reached out to local clinicians to receive funding for further development of project

Request Ticket to Email Summary — *Vancouver, Canada*

GOOGLE APPS SCRIPT FOR CUS IT DEPARTMENT — *Aug. 2018*

- Took initiative and developed a script that parses relevant data from a spreadsheet on form submission and creates a concise email summary for the respective IT specialist, while practicing agile software development methodology
- Streamlined support communication process between internal executives and effectively reduced miscommunication errors to zero

Work Experience

Collegia Advisor — *Vancouver, Canada*

UBC COLLEGIA — *Aug. 2018 - PRESENT*

- Actively served as a vital peer network through the education of first year students in a myriad of resources – 3 passive programs and 4 active programs, highlighting themes of academics, career development, and wellness, to help ease the transition
- Fostered a welcoming environment for 200+ first year students through active engagement, role modeling, and serving as a UBC ambassador

Undergraduate Teaching Assistant — *Vancouver, Canada*

UBC COURSE: DIFFERENTIAL CALCULUS FOR SOCIAL SCIENCE AND COMMERCE (MATH 184) — *Sep. 2018 - Dec. 2018*

- Assessed and provided detailed, individualized feedback to 150+ students for all evaluative material, which allowed them to focus on areas in need of further improvement
- Actively contributed to the online discussion board, thoroughly answering over 20 inquiries each week, which helped students fully comprehend the course content and sufficiently advance to higher-level math

Member and Community Services Intern   *Surrey, Canada*

Coast Capital Savings Credit Union   *Jul. 2016 - Jul. 2017*

- Supported the branch in exceeding monthly sales targets by building rapport with members in branch and at community events, processing 50+ daily transactions and credit card registrations, and educating clients on financial services
- Led 2 workshops on the fundamentals of money management to 60+ elementary school students in partnership with Junior Achievement BC to foster financial literacy and encourage further curiosity in today's youth

Extracurricular Activities

Information Technology Associate   *Vancouver, Canada*

UBC Commerce Undergraduate Society   *Jun. 2018 - PRESENT*

- Managed and monitored GSuite applications for 30+ CUS affiliates to ensure a proactive 100% response rate to all issues and reports
- Implemented 3+ back-end projects to refine internal processes, such as enhanced spam filtering and DMARC policies which reduced the number of malicious emails received by the CUS from over 60 in a month to just under 5
- Launched internal security campaigns which identified areas of vulnerability and educated internal users of cybersecurity

Media Coordinator   *Vancouver, Canada*

UBC CVC (Chinese Varsity Club)   *Sep. 2017 - PRESENT*

- Documented and edited photos and videos for over 15 large and small scale events, such as CVC's annual Ski Trip and improv show, to promote the club's growing presence throughout the year
- Championed cultural inclusivity and diversity on campus for over 700 club members through forging meaningful connections and hosting large-scale social events

Education

UBC (University of British Columbia) Sauder School of Business   *Vancouver, Canada*

Bachelor of Commerce · Combined Major in Business and Computer Science   *Sep. 2017 - PRESENT*

- 1 of 60 yearly students accepted into the UBC Sauder's competitive Combined Major in Business and Computer Science program
- Key Classes: Management of Information Systems; Data Structures and Algorithms (3.8 GPA)

Interests and Additional Skills

- **Interests:** Artificial Intelligence, Data Science, Environmental sustainability, Embracing cultural diversity

- **Hobbies:** Photography, Sketching buildings and landscapes, Curating new music, Ultimate Frisbee

- **Trained in:** Safety Disclosure, QPR Suicide Prevention, Active Listening, Wellness Counselling

- **Languages:** Native proficiency in English, Limited proficiency in Mandarin and Thai