

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 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

Technical Summary

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

Work Experience

Mobile Software Developer Intern

Ottawa, Canada

CANADIAN FOOD INSPECTION AGENCY

May 2019 - Present

- Improved efficiency, readability, and testability of previous co-op student project codebase through refactoring code modules, adding documentation, and implementing Android design patterns
- Debugged and fixed critical issues that involved SQL database cleaning of previous co-op student project to improve on continuous integration/deployment of the mobile Android application

Undergraduate Teaching Assistant

Vancouver, Canada

UBC MATHEMATICS

Sep 2018 - Dec 2018

- 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

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 teamwork to create 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

VisualEyes

Vancouver, Canada

BIZHACKS UBC

Feb 2019 - Present

- Developed an eye-tracking and face analysis tool for marketing purposes by utilizing Swift, ARKit 2, and Microsoft Azure Cognitive Services API within 24 hours and placed 1st out of over 40 teams, while winning Best Buy's Best Hack Prize
- Spearheaded management of project by focusing on design elements and implementation analysis, while proactively learning Swift to assist with integration of Microsoft Azure API for sentiment analysis features
- Currently developing web compatible version with React, Tensorflow, and JavaScript to add data visualization features and improve upon limited aspects of proof of concept design from hackathon

I Choose You!

Vancouver, Canada

NWHACKS UBC

Jan 2019 - Present

- 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
- Currently refactoring battle REST API on Standard Library with JavaScript and Node.js and learning Firebase platform to initialize back-end server for multiplayer usage as a long-term project