Josh Chan

COMBINED MAJOR · BUSINESS AND COMPUTER SCIENCE

Vancouver, British Columbia, Canada

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Technical Skills

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

Education

University of British Columbia (UBC)　　　　　　　　　　　　　　　　　　　*Vancouver, Canada*
BACHELOR'S DEGREE · CUMULATIVE GPA: 3.7　　　　　　　　　　　　　　*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*

- Develop automation and maintenance tooling for Kafka data streaming pipelines integrated with Google Cloud and Kubernetes

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 20 microservices
- Implemented and refactored command line interface tools that improve server elasticity, application scalability, and cost efficiency of infrastructure by 50% involving Python scripts, Docker, Kubernetes, and Jenkins

Mobile Application Product Management/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
- Designed, developed, and made key decisions about project roadmap for an internal enterprise-level mobile application that focused on empowering over 7000 agency employees through social engagement and resource sharing

Extracurricular Experience

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

- 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 - April 2020*

- Assisted in organization of 15 business-tech events to foster an active community of over 500 passionate members and professionals
- Developed 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