Miranda Chan

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EDUCATION

BSc in Computer Science, University of British Columbia	Sep 2020 – May 2024
BSocSc in Psychology, University of Hong Kong	Sep 2015 – May 2019

EXPERIENCE

Full Stack Software Engineer Intern, MailChannels — Sep 2021 – May 2022
- Maintained cloud-based microservices in areas of email security by implementing new features on a continuous integration and agile development process with Kanban using technologies including Go, Java, and SQL on Linux
- Tested code changes by writing automated unit tests and running services on Docker containers, and deploying code to a test server via Kubernetes hosted on Amazon Web Services (AWS) before deployment
- Deployed feature updates and monitored service stability on the production servers hosted on AWS
- Deployed Slack bot for marketing team to monitor status pages of 500 potential and partnering companies
- Built metrics monitoring system on Datadog to alert potential spam for partnering web hosting providers

Curriculum Developer & Workshop Facilitator, GIRLsmarts4tech at UBC — Sep 2023 – Present
- Developed and delivered Game Development and AI workshops to 100+ high-school students

Teaching Assistant for Applied Machine Learning, UBC — Jan 2023 – Dec 2023
- Led weekly tutorials and supported students' learning of abstract machine learning concepts, and its practical applications on data analysis and model building using scikit-learn and pandas

Volunteer Tutor, The C.O.D.E. Initiative — Aug 2021 – Dec 2023
- Tutored 30+ neurotypical and neurodiverse students on Java, Python, Scratch and Web Development

Class Therapist, Autism Partnership Foundation — Jul 2019 – Aug 2020
- Provided individualized therapeutic services and school education to 20+ children on the Autism Spectrum

PROJECTS

Mario Kart Driving Game | *C#, Unity* — Sep 2023 – Present
- Developed a 2D driving game inspired by Mario Kart, implementing the game physics system and user interface elements like automated enemy characters for engaging player experience

Cracking the Coding Odyssey | *Python, Javascript, D3, HTML, CSS, Git* — Sep 2023 – Dec 2023
- Pre-processed, analyzed and visualized 18000+ data items using Python in generating new data insights
- Implemented a full-stack web application with HTML, CSS and Javascript, incorporating the D3 library to create interactive data visualizations on demographics and behaviours of new coders

InsightUBC | *Typescript, React, Git, Mocha, Chai* — Sep 2022 – Dec 2022
- Built a full-stack web application with Typescript using Test-Driven-Development under the React framework for users to query for courses and rooms information at UBC
- Created automated unit tests with Mocha and Chai and end-to-end testing on the UI, attaining full test coverage
- Integrated REST API functionality for client-side to communicate with server-side via endpoints

Winery Management | *Javascript, React, Node.js, PostgreSQL* — May 2022 – Aug 2022
- Designed and developed a web application for wine production management with Javascript under the React framework and Node.js runtime environment
- Designed a relational database managed by PostgreSQL, storing all information in JSON format in the back-end, and an user interface for clients to easily query the data from the front-end of the application

Tap My Emotions | *Java, JUnit* — Apr 2021
- Developed a game app with graphical interface for children to better identify emotions with Java
- Implemented based on Object-oriented design principles, storing user inputs in JSON with full Junit coverage

TECHNICAL SKILLS

Languages: Python, Javascript, Go, Typescript, SQL, Java, C#, HTML, CSS
Frameworks: React, D3, Node.js, JUnit, Mocha, Chai
Tools: Git, Kubernetes, Docker, Amazon Web Services, Maya, Jupyter Notebook, VS Code, IntelliJ
Libraries: Scikit-learn, Pandas, NumPy, Matplotlib