

Melvin Teo

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EDUCATION

The University of British Columbia

B.Sc. in Computer Science, 90.5% GPA

Relevant Coursework: Software Construction (OOP), Systematic Program Design, Models of Computation

Vancouver, BC

Expected Grad: April 2025

WORK EXPERIENCE

Amazon

Vancouver, BC

SDE Intern, Prime CARE

May 2022 - August 2022

- Implemented **customer-facing** features related to a Pause & Resume membership state for **millions** of worldwide Amazon Prime customers, helping to retain **tens of thousands** of customers annually
- Wrote **10+** automation scripts to implement **11** features (e.g. customer emails, risk message widgets, etc.) across **14** countries, reducing expected development time from 1.6 years to 0.7 years, a **49%** time and **43%** cost reduction
- Created and deployed **10** AWS CloudWatch Metrics Widgets and **20** Alarms using an AWS TypeScript CDK to monitor features related to Prime membership Pause & Resume
- Researched and drove a design document for content translations automation, including a pros & cons analysis of two main options

Technologies: Freemarker, AWS TypeScript CDK, AWS CloudWatch, Bash, Manual Development Entry Testing

VOLUNTEER EXPERIENCE

nwPlus ([Site](#))

Vancouver, BC

Hackathon Logistics Director

April 2022 - Present

- Spearheading the logistics behind **HackCamp 2022**, Western Canada's largest beginner-friendly hackathon
- Managing **3** coordinators and preparing itineraries for weekly team meetings
- Created and delegated **4** major roles for each team member to undertake: Organizer Help Desk, Hacker Engagement, Food, Venue, & Sponsorship, and Mentors & Workshops

Hackathon Logistics Coordinator

April 2021 - April 2022

- Collaborated with **3** other team members to organize logistics for **HackCamp 2021**, attracting **500+** registrants, **30+** project submissions, and **\$1800** in charity donations
- Led communications with **8** other subteams (e.g. Sponsorship, Dev, etc.) to ensure HackCamp Judging, Prizing, and Mentors logistic deliverables were met

PROJECTS

Battleship Web App ([Site](#) | [Repo](#))

May 2022

- Built a web application version of Hasbro's Battleship using Test-Driven Development
- Designed a dynamic and responsive interface using HTML, CSS, and JavaScript

Technologies: HTML, CSS, JavaScript, Jest

finnit To-do List Web App ([Site](#) | [Repo](#))

April 2022

- Developed a to-do list application that allows users to perform CRUD operations and filter through to-do items
- Designed an interactive and responsive interface using HTML, CSS, and JavaScript

Technologies: HTML, CSS, JavaScript, Webpack, LocalStorage

Quizolingo ([Repo](#))

April 2022

- Built a flashcard app for users to improve their foreign language proficiencies
- Designed a minimalist user interface using the JSwing library
- Implemented robust and thorough exception handling with **100%** JUnit code coverage

Technologies: Java, JUnit, JSwing, JSON