

Chantel T. Chan

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Education

University of California, Santa Barbara, *GPA: 3.25*
B.S. Degree in Computer Engineering
College of Engineering Dean's Honors List (2 Quarters)

June 2018

Technical University of Berlin
Studied 3D Scanning and Printing

July 2016- August 2016

Skills

Languages: C++, **CSS**, **HTML**, Java, **Javascript**, MATLAB, MEL, Python

Software: **Adobe XD**, Blender, **Illustrator**, Maya, **Photoshop**, **Sketch**

Relevant Coursework: Digital Culture & Practice, Image Processing, **Programming in the Arts**, **Visualizing Information**

Projects

Digital Media Arts Strategies, *Link: bit.ly/2PrE5nR*

October 2017 - January 2018

- Created projects based in HTML, CSS, and the p5 Javascript library under design and usability guidelines
- Showcased 5 individualized projects that emphasizes creative thinking in addition to the course curriculum
- Finalized personal project outlined through a proposal and created a usable application made from scratch

Matchfolio, *Computer Science Senior Capstone*

October 2017 - March 2018

- Sponsored by Appfolio to create a React Native, housing-search mobile app that allows users to find properties based on their preferences
- Wrote, unit tested, and modularized React components to facilitate a scalable app with a clean and dependable UI with NativeBase, an open source framework to build React Native apps

Adobe XD Daily Creative Challenge, *Link: bit.ly/2OK70yB*

October 2018 - November 2018

- Participated in a 9 day challenge to create a UI design with feedback from the XD Slack community
 - Experimented with different screen designs for multiple platforms while quickly learning different tools and designs from videos and feedback from peers
 - Self-initiated projects created to ease usability and interface designs through color theory, movements, and language
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Work Experience

Public IT Support, *Goleta, CA*

January 2016 - June 2018

- Troubleshoot network connections for patrons by following procedure outlined by management
 - Image desktop systems and decommission computers to make way for latest technologies
 - Replace malfunctioning hardware with new parts in a sufficient amount of time
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Extracurriculars

Gaucha Gaming, Creative Marketing Coordinator

May 2016 - June 2018

- Advertise upcoming events for the school's gaming club through flyers and digital banners on quarterly LAN parties with regular attendance at around 90 people
- Credited for creating the club's logo that is used on all advertisements of the club