

NATALIE CHAN

 [natapokie](#)  [natalieannachan](#)  natalieanna.chan@mail.utoronto.ca

EDUCATION

University of Toronto — B.A.Sc. Computer Engineering

September 2020 - May 2025

Relevant Courses: Algorithms and Data, Programming Languages, Software Communication Design, Computer Networks

TECHNICAL STRENGTHS

Programming Languages	Python, C/C++ , HTML/CSS, JavaScript/TypeScript
Software & Tools	React/Redux, Angular, Express, MongoDB, MSSQL, Azure DevOps, Git

EXPERIENCE

Software Developer Intern

May 2023 - Sept 2024

StoneX Group Inc.

- Developed a diverse range of features for our internal trading platform, spanning both web and desktop applications, utilizing **Angular** and **Electron** frameworks.
- Refactored UI components using **HTML** and **CSS** to ensure consistent styling and enhance usability for traders interacting with the platform.
- Implemented new backend endpoints in **Java** using the **Spring** framework to save and restore multiple grid views, integrated with the frontend through **AG Grid**
- Leveraged **Materialize** via **Socket.IO** to seamlessly capture and display real-time snapshots, updates, and aggregate data on the user interface.
- Employed **Python** with **pandas** and **MSSQL** to orchestrate data scraping operations through **REST APIs**, processing the retrieved data for presentation on web pages.

Store Manager

May 2022 - May 2023

University of Toronto Engineering Stores

- Co-managing a team of 11 executives and sales associates to implement store catalogues, new products and store layout changes to improve customer experience.
- Formulated marketing strategies resulting in a 650% surge in Instagram engagement from the start of the academic year, along with an increase in sales exceeding 50% within the inaugural month compared to the previous year.

PROJECTS

Orientation Week Website

May 2022 - May 2023

University of Toronto Engineering Society

[GitHub](#)

- Implemented dynamic/responsive web pages and modular components with **React/Redux** and designed the UI/UX with **Figma** to provide an impactful, interactive, user-friendly experience for incoming first-year engineering registrants.
- Handled backend requests with **ExpressJs** for Scavenger Hunt game event, creating live and up-to-date leaderboard statistics with visualizations.
- Designed schemas with **MongoDB** to support Scavenger Hunt game settings, ensuring proper schema structure.

Open Source Map

January 2022 - April 2022

- Leveraged C++ STL classes, such as maps and vectors, to effectively store and manage street and intersection data to optimize search operations and path drawing.
- Utilized **Glade** and **GTK** to design and implement menu items and buttons to facilitate zooming, panning, and navigation within the map interface, as well as search bars enabling users to locate intersections by typing in street names.
- Integrated path finding algorithms, **Dijkstra** and **A*** to quickly find and display the fastest path between two intersections.

EXTRA-CURRICULAR

Web Associate

May 2023 - May 2024

IEEE – UofT Chapter

- Enhanced our Hardware Signout Site by utilizing **React** and the MUI library, designed and implemented new features based on **Figma** designs to improve user engagement and streamline the order viewing process.
- Created front-end tests for the newly implemented components using Jest, ensuring the reliability and stability of the user interface.