

Nathan Van

Software Engineer / FrontEnd Engineer

📍 Orange County, California | ☎ (657) 543-1822 | ✉ Email | 🏠 Portfolio Site | 🐙 GitHub | 🔗 LinkedIn

EDUCATION

California State University, Fullerton Master of Science, Software Engineering (Asynchronous Online).	2023 - 2025
University of California, Irvine Bachelor of Science, Informatics (HCI). Minor in Information and Computer Science.	2022 - 2023
Orange Coast College Associate of Science, Computer Science.	2018 - 2022

WORK EXPERIENCE

UCI Office of Information Technology

EEE+ Evaluation Team - Irvine, CA

January 2023 to June 2023

- Applied UI/UX Research Methods: User Requirements Analysis, Surveys and Questionnaires, A/B Testings, Usability Testings on EEE+ Evaluation Forms to identify the root causes for the low student response rates.
- Implemented our research results and user survey responses into features on our software prototype.
- Resulted in an improvement of __% in the overall response rates on the EEE+ Evaluation Form prototype.

Kirkhill Rubber Inc.

Maintenance Clerk (Contract) - Brea, CA

July 2021 to December 2021

- Performed ETL for data migration, and migrated old to new databases using SQL and Python.

PROJECTS

Projects in Data Visualization (R)

- Used ggplot and tidyverse libraries in R to generate different visualization types: charts, diagrams, and plots.
- Analyzed and summarized the visualizations on reports, and pulled insights from the datasets.

Runkeeper Tweet Report (Bootstrap, jQuery, JS & Typescript)

- Plotted the filtered tweet data using vega-lite. Used jQuery to adjust html tags and display tweet contents.
- Implemented a search bar using JavaScript and TypeScript to search for keywords found in tweets.
- Used Bootstrap to format the layout and make the web application responsive to different screen sizes.

Spotify Browser (Angular, JS & Typescript, NodeJS, Spotify APIs)

- Created an Angular single page website which displays the user profile and searched keywords information.
- Gathered Spotify's API data using Node/ExpressJS to display within information for artists, albums, tracks.

Sleep Tracker (Angular, Ionic, JS & Typescript)

- Gathered Spotify's API data using RxJS, a JavaScript library, to develop a front-end interface.
- Created a profile web page using Angular which communicates with Node.js/Express back-end.

Hand Gesture Dating App (Angular, JS & Typescript, Handtrack.JS, TensorFlow)

- Gathered randomuser.me API data using RxJS to display random people's profiles for the user to react to.
- Used Handtrack.JS library to track the user's hand gestures to navigate back or next and react to profiles.

TECHNICAL SKILLS

Languages: Python, C++, SQL, HTML, CSS, JavaScript/TypeScript.

Technologies: Angular, Bootstrap, Ionic, React, REST APIs.

Tools: VS Code, Eclipse, JUnit, Git, Github, Heroku.

OS: Linux, Mac OS, Windows.