PHILLIP CHAN

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EXPERIENCES

Mayfield Robotics, Redwood City — QA Intern

June 2018 - September 2018

- Worked in Linux environment to run various test scripts as a means of improving robot Kuri's wake word recognition.
- Debugged Kuri by logging into robots via SSH and analyzed robot logs to help identify root cause of problems.
- Tested software releases and hardware changes to validate new features, extrapolated test results into actionable JIRA bugs, and collaborated with developers and engineers to improve the product.
- Managed and organized a procedure that encompassed over-the-air-updates, black box qa testing, and debugging to ensure the on-time product launch of 100+ robots.
- Collaborated across departments to fulfill projects ranging from robot construction and organization with the Hardware team, to preparing media ready robots for the Marketing team during Kuri's pre-launch sprints.

Dreams for Schools, Irvine — AppJam+ Program Mentor

March 2018 - June 2018

- Directed and managed STEM projects for 25 middle school students by teaching fundamental programming concepts via app development.
- Created an Android mobile application using the Thunkable platform (won Fourth Place at the AppJam Showcase) for students to learn and implement app development techniques.
- Introduced and created an immersive STEM curriculum of rudimentary technical coding skills.

UCI Division of Continuing Education, Irvine — IT General Assistant

June 2017 - Present

- Collaborated and created over 20+ course materials including quizzes, online lectures, and discussion forums to enhance course experience using Canvas, HTML, and Microsoft Suite to ensure they align with instructors' curriculum.
- Update and maintain quarterly enrollment and revenue reports to determine if course adjustments are necessary.

PROJECTS/LEADERSHIP

Fabflix
June 2018
Developed movie database web application using Java and SQL through Apache Tomcat server with Java servlets, and implemented frontend with HTML/CSS, Javascript and Bootstrap library.

Othello
March 2017
Built an interactive Python application simulating the Othello board game. Implemented comprehensive game logic and a GUI using Python Tkinter toolkit.

Management Information Student Society—Executive Vice President, VP Marketing
Tau Sigma—Membership Director
Women in Information and Computer Science —Member

SKILLS

Languages

Python	Java
HTML/CSS	SQL
JavaScript	C++

Frameworks/Libraries

Selenium	Bootstrap
JUnit	NumPy

Softwares

Jira	Eclipse
MySQL	Apache Tomcat
Github	Visual Studio

Operating Systems

Linux	Windows

Cloud Platforms

Amazon Web Services

EDUCATION

University of California, Irvine

B.S. Computer Science, Minor Business Management

Expected 2019

Honors: Dean's List - Fall'16, Fall'17, Winter'17, Winter'18, Spring'17

AWARDS

Regent Scholar

The most distinguished merit scholarship awarded by UCs based on academic and leadership achievement

CERTIFICATES

CompTIA Security+