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—EVP, VP Marketing
Tau Sigma—Membership Director
Women in Information and Computer Science —Member

SKILLS

Languages

Python   Java
HTML/CSS   SQL
JavaScript   C++

Frameworks

Selenium   Bootstrap
JUnit

Softwares

Jira   TestRail
MySQL   Apache Tomcat

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+