

Justin Chan

justin.chan4396@gmail.com | (575) 551-0862 | Thornton, CO

Education

B.A., Computer Science

University of Colorado Boulder

Aug. 2019 – May 2023

GPA: 3.6

Technical Skills

• Python • C++ • MySQL • VBA • Git

Work Experience

Software Intern, *Medtronic Inc, Mounds View, MN*

Jun. 2022 – Aug. 2022

- Inspected hazard log spreadsheets and designed 40+ hazard templates based on analysis of FDA requirements.
- Created hazard log spreadsheet entries manually using Enterprise Architect and integrated hazard templates to improve consistency significantly.
- Utilized templates to migrate 60+ hazard documents from spreadsheets to Enterprise Architect to substantially improve viewability.
- Implemented VBA scripts to automate tree creation, update, and deletion in spreadsheets for periodic tasks' record and generated 400+ rows to eliminate laborious manual input process.
- Presented projects completed during employment to ~120 audiences of interns and stakeholders.
- Participated in agile-style weekly standup meetings with supervisor to establish weekly sprint goals and generated reports to track project advancements.
- Participated in 3+ team building events to enhance teamwork and collaboration skills.

Projects

BuffConnect UI

Jan. 2022 - May 2022

- Automated group forming for students and professor in the same class to allow students to chat with classmates and team members in app.
- Led a team of 4 to design the overall user interface, handled login, main menu, and search page.
- Created a total of 5 paper prototypes and collected 25+ user experiences and suggestions to optimize chatting, event planner, calendar features and color choices.
- Implemented the digital prototype by Figma to allow interactivity between the designation and testers.

Dream Detective

Aug. 2021 - Dec. 2021

- Implemented vocal input driven video game using Dialog Flow.
- Led a team of 4 students to realize the core functionality of the application in agile development style.
- Provided 5+ datasets to train the natural language processing model to allow seamless communication between the application and clients.
- Consulted students from Criminal Justice departments to create the game narrative document.
- Implemented the prototype of the game using DialogFlow and collected 5+ player feedbacks to improve game difficulty and story scripts.

Core Courses

• Software Development • Algorithm • Machine Learning • Database Systems • Big Data Structure

Hobbies

• Table Tennis • Kendo • Cooking • Snowboarding • Asian History