Joy Lan

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EDUCATION

Brandeis University, Waltham, MA Aug 2018 — May 2022
Major: Computer Science (B.S.), Minors: Legal Studies and Mathematics, GPA: 3.75
Relevant Coursework: Programming in Java, Advanced Programming Techniques, Human Computer Interaction, Discrete Structures, Introduction to the Theory of Computation, Linear Algebra

WORK EXPERIENCE

Mobile Heartbeat, Waltham, MA Oct 2019 — Present
Software Engineering Intern

- Write Python scripts to scrape information from JIRA using JQL queries and organize that information in multiple forms and file formats
- Utilize AWS to store files in S3 buckets, create tables from those files, and query the table data using Athena

PROJECTS

MDevices API July 2019 — Present

- Team project with an end goal of renovating the FDA's medical devices search system to allow users to easily search for medical devices without having specific information about the device (For example, allowing users to search for all general heart monitors without having the 510K number of a specific heart monitor)
- Parse through and scrape information from websites using Scrapy
- Write programs in Python to extract information from downloadable files from the FDA and NIH websites and display the information in JSON format

VR Campus Tour
Team Co-Lead Sept 2019 — Present

- In addition to my continued collaboration with the team, I also co-lead the team by keeping track of our future goals, researching the best possible ways we can accomplish those goals, holding team meetings, recruiting new members, and anything else that will facilitate an organized and productive year for the project

Team Member Feb 2019 — Present

- Collaborate with a team of 4 others to build a virtual reality campus tour of Brandeis University
- Model objects on Blender
- Texture objects by retrieving texture files from LiveNormal, layering the textures over the unwrapped object images in PhotoShop, and putting textures onto the appropriate object in Unity
- Assemble objects and structures together to create complete scenes in Unity

Student Management System June 2019

- Java project focused on object-oriented programming and the use of data structures
- Built with 4 classes (Class, Section, Exam, and Student) to help professors keep track of and manipulate information pertaining to any of those classes (attendance, grades, class size, etc)
- Created a JUnit test file to test a few of the most complex methods of the classes written

SKILLS

Programming languages: Java, Python, Arduino, HTML
Software: Eclipse, Atom, Pycharm, Arduino, Blender, Unity, Git and Github