Steven Tan

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EDUCATION

University of Michigan - Ann Arbor   **Ann Arbor, MI**
B.S.E. in Computer Science - GPA: 3.74/4.00   *May 2023*
Relevant Coursework: Data Structures and Algorithms, Advanced Operating Systems, Web Development, User
Interface Development, Computer Game Design and Development, Software Engineering, Computer Vision

PROFESSIONAL EXPERIENCE

Amazon Web Services - Device Self-Service Advertising Team   **New York, NY**
Software Development Engineer Intern   *June 2022– December 2022*
- Designed and implemented full-stack system using Java and ReactJS to support advertising campaigns on Alexa Echo Show devices, achieving 100% increase in performance and 80% lower negative feedback rates in comparison to previous promotion experiments
- Remodeled existing React components to support a new user interface used for a new advertiser type and displayed campaign details across all 25+ campaigns for the first 10 beta users
- Invented a way of mocking the API response json data from an unfinished backend system, enabling its use in updating a frontend component ahead of completion, speeding up development efforts by 50%
- Analyzed and updated 2 unfamiliar backend systems; verified results using manual database queries compared against AWS Cloudwatch logs from ECS container batch jobs and demonstrated findings to team
- Identified, investigated, and resolved 1 critical bug introduced from mistake during development; provided detailed explanation on root cause and corrective actions taken, resulting in better understanding of end-to-end system interconnectedness, regaining trust, and ensuring project completion
- Spearheaded communication between 4 cross-functional teams to align development progress, keep stakeholders informed, and ensure cohesive efforts among all contributors
- Created 2 knowledge sharing + 2 design documents detailing development efforts, improving team documentation and streamlining efficiency of future development work

Department of Health and Mental Hygiene - Network Technology Services Team   **New York, NY**
Information Technology Intern   *June 2021 – August 2021*
- Managed IT Help Desk mailbox for Accela government system of licensing renewals among 1000+ businesses
- Advised public users of DOHMH applications by requesting additional information related to reported issues and account management; provided updates, tutorials, and confirmation of solutions with 50+ daily emails
- Facilitated ticketing support including creation, triage, escalation, and resolution for over 25+ daily tickets

LEADERSHIP EXPERIENCE

STEMnARTS   **Remote**
Teaching Assistant   *February 2021 – May 2022*
- Explained concepts and CS-related math to 2 classes of 20+ students in preparation for ACSL competition
- Developed customized curriculum for 3 bootcamp programs and taught beginner programmers in a variety of languages including Scratch, Java, C++**,** and game development using Lua in Roblox Studio
- Operated 1-on-1 tutoring sessions to further reinforce concepts, provide learning resources, answer technical questions, and introduce algorithms and data structures for additional problem solving techniques

2D Puzzle Platformer Game (NoSplotchGallery)   https://noshotstudios.itch.io/no-splotch-gallery
- Led team of 4 students to release a game via series of 6-week sprints by using agile development, delegating specific responsibilities, organizing and directing team meetings, issue tracking via Jira board, and playtesting
- Administered collaboration efforts with 2 freelancers to integrate custom music and voice acting into project
- Won 5th place at the Winter 2022 UM + EMU Game Development Showcase with 104/1933 votes

LANGUAGES & TECHNOLOGIES

- **Languages**: C++, Python, JavaScript, Java, C#, Lua, SQL, HTML, CSS
- **Technologies**: Git, Jira, Scrum, Unix, React, AWS (ECS, EC2, S3, CloudWatch), Unity, Roblox Studio, Gamemaker