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 Inc   **New York, NY**
Software Development Engineer Intern   *June 2022– December 2022*
- Designed and implemented full-stack system to report advertising metrics to customers, resulting in 80% lower negative feedback rates and 2x increase in performance from previous promotion experiments
- Developed front-end React UI to display campaign details for first 10 beta users across 25+ campaigns
- Devised solutions for updating 3 unfamiliar back-end systems by analyzing AWS Cloudwatch output
- Created 2 knowledge sharing documents detailing efforts to improve efficiency of future team-wide dev work
- Identified and resolved 1 critical bug introduced from mistake during development; provided detailed explanation on root cause and corrective actions taken, regaining trust and ensuring project completion
- Directed communication between 4 partner teams to notify stakeholders of development progress and ensure a cohesive and consistent approach among all contributors

Department of Health and Mental Hygiene   **New York, NY**
Bureau of Network Technology Services 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

STEMnARTS   **Chino, CA**
Teaching Assistant and Tutor   *February 2021 – May 2022*
- Taught coding concepts and CS-related math to classes of 20+ students in preparation for ACSL competition
- Designed customized curriculum and led 3 bootcamps for beginner programmers in a variety of languages and environments including Scratch, Java, C++**,** and game development using Lua in Roblox Studio
- Fostered students' problem-solving skills, creativity, and programming confidence within Computer Science
- Achieved full scores on both mathematics and coding portions of the ACSL competition with 40% of students

PROJECTS

Instagram Clone (Python, Javascript, Flask, React, SQL, HTML, CSS)
- Built a simplified Instagram clone with server-side and client-side dynamic web pages hosted in the cloud
- Created front-end replica using React and implemented back-end local data storage with SQLite
- Designed REST API using Flask framework and deployed online via AWS EC2 with Nginx and Gunicorn proxies

NoSplotchGallery (C#, Unity, JIRA)   https://noshotstudios.itch.io/no-splotch-gallery
- Led team of 4 students to release a game over a 6-week dev period using agile development and playtesting
- Organized and directed team meetings by tracking bugs/issues and delegating specific responsibilities
- Collaborated with 2 external 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

Thread Library (C++)
- Developed library that supports Mesa-style monitors, timer/inter-processor interrupts, and thread scheduling
- Allows for multi-cpu threading and thread queue management via guards and cpu interrupt disable/enable
- Enables users to write concurrent C++ programs on both uniprocessor and multiprocessor systems

LANGUAGES & TECHNOLOGIES

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