STEPHEN CHAN

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Location Jersey City, New Jersey

WORK EXPERIENCE

US Peace Corps, Peru   Mar 2018 - Mar 2020
Water, Sanitation, and Hygiene Volunteer

- Trained 8 rural water community operators on chlorination and water system technologies
- Demonstrably improved the water quality for 3 communities of over 2000 residents.
- Coordinated work between non-technical operators and government engineers of Peru.

PROJECTS   **See more projects** github.com/steveschannel/

Gohort - early stage travel plan collaboration startup.   gohort.com
Stack: React + Redux. Jest. Docker. Django + Django Rest Framework. Postgres. Google Cloud. Git. Tailwind.

- Developed and released to production the calendar system, commit system, search with Fuse.js, tag filtering, and archival systems across the full stack to empower users with more functionality.
- Maintained and updated Jest tests and created new tests to maintain the test coverage around 75%.
- Reviewed and helped improve code written by 5 fellow engineers during weekly code reviews.

Coalesce - "donation network" for people that need only one shoe   github.com/steveschannel/coalesce-api
Stack: Docker. Django + GIS + Graphene(GraphQL). PostgresSQL + GIS. Git

- Implemented login system and custom user classes that allow the user to store location.
- Designed, then implemented main item search, which searches for the nearest user that has items that match a user's clothing preference and size and returns relevant data through the GraphQL endpoint.
- Used Docker and GeoDjango along with GIS extensions to enable location based functionality.

"Random Card" Game - game that gets 5 cards randomly from DB   github.com/steveschannel/card-game
Stack: React + Apollo Client(GraphQL). Docker. Django + Graphene(GraphQL). Postgres. Git

- Engineered the game logic, which heavily uses GraphQL to mutate the state across every action in the application, to performantly retrieve random cards without randomly querying n times.
- Created login and session system to store and display player metrics across customizable timeframes.
- Established fixtures, set up docs, and changed Docker config to reproduce game across platforms.

SKILLS

Programming Languages   Javascript, Python, Java, PHP, C++
Frameworks and Libraries   React, Apollo Client, Redux, Django + DRF, Graphene, VueJS, VueX, Jest
Database   PostgreSQL, PostGIS
Frontend   HTML, CSS, Bootstrap, Tailwind
Cloud Technologies   Google Cloud, Heroku, Google Play
Foreign Languages   Spanish - *Advanced Low*
Misc   Git, GraphQL, Docker, Unit Testing, Adobe Creative Suite, Figma

EDUCATION

New Jersey Institute of Technology - Newark, NJ
B.S. in Computer Engineering
Graduated August 2017

TRAINING

Associate Collegiate Press - Austin, TX
Design/Redesign Workshop
Summer 2015