

# Jeffrey Chan

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## EDUCATION

### Binghamton University, State University of New York

Expected 05/2017

Thomas J. Watson School of Engineering and Applied Science

Bachelor of Science in Computer Science

Cumulative GPA: 4.0/4.0 | Watson School Dean's Honors List: Fall 2015 – Spring 2016

## SKILLS

- Languages: Python, C++, C, JavaScript, Java, Ruby, x86 Assembler, IBM Assembler
- Operating Systems: Windows, Linux, z/VM
- Tools: Bash, Vim, Git, Cygwin, Travis CI, Visual Studio, Android Studio, Cloud9, Heroku, PostgreSQL
- Other: Agile, Behavior-driven Development, Test-driven Development, Object-Oriented Programming

## PROFESSIONAL EXPERIENCE

### IBM Corporation at Poughkeepsie, NY

*Firmware Engineer*

Starting 06/2017

*System z LPAR Firmware Engineering Intern*

05/2016 – 08/2016

- Developed a non-disruptive logging service for the LPAR Hypervisor to resolve space limitations and capture data in memory when a dump is unavailable, providing First Error Data Capture for the team.
- Organized meetings with global firmware teams and created the design document outlining the new interface for the logging service.
- Tested the new interface using a hand loop to issue a watchdog timeout and verified the results of the logging service by examining a virtual machine's dump data.

*System z FCP Firmware Development Intern*

05/2015 – 08/2015

- Developed firmware for IBM customers to retrieve diagnostic parameters from the Fibre Channel fabric, enabling customers to undergo preventative maintenance.
- Created a command-line program using Jython to gather information about devices and members in the Fibre Channel fabric and catalog them into an Apache database, eliminating the need to manually update the database.
- Designed the layout of a new tool to login new virtual devices into the Fibre Channel fabric, allowing IBM customers to have more flexibility when communicating between two devices.

## PROJECTS

### Aura Project – Open Source MMORPG Server Emulator

- Contributed to an open source community involved in reverse engineering an online multiplayer game.
- Implemented a shutdown command to notify users, save server variables, and switch channels to maintenance.
- Developed the shutdown procedure and inter-server communication in C#.

### Binghamton University Table Tennis Club Rating System

- Built a web application using Heroku and PostgreSQL, allowing the table tennis club to track club member ratings.
- Used Python and Django for backend logic to update the database and show the latest member statistics available.
- Utilized Git for collaboration among five members and Cloud9 IDE for pair programming.

### Yut Nori for Android

- Designed the board game layout using XML and planned the flow of events in the game using class diagrams.
- Combined sequences of images using the AnimationDrawable class to create an interactive user interface.
- Utilized Git for version control among four project collaborators.

### Bird Fetcher (Alexa Skill)

- Developed an Alexa skill for the Echo & Echo Dot allowing users to look up the 10 most recent bird sightings in a city.
- Incorporated the Google Maps API to get the latitude/longitude of a city and passed the coordinates to the eBird API.
- Published the skill to the Amazon Alexa Skill store.

## OTHER EXPERIENCE

Learning and Representation in Cognition Lab Assistant, Binghamton University

08/2016 – Present

EngiNet Media Production Operator, Binghamton University

09/2015 – 05/2016

Adjunct Biology Instructor, Stony Brook University

01/2013 – 12/2014