

Jeffrey Chan

jchan63@binghamton.edu • 845-549-9950 • www.linkedin.com/in/superjeffreyc • github.com/superjeffreyc

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: Java, C++, C, Python, x86 Assembler, IBM Assembler
- Operating Systems: Windows, UNIX, Linux, z/VM
- Software: Vim, Git, Eclipse, Cygwin, Visual Studio, Android Studio

PROFESSIONAL EXPERIENCE

IBM Corporation at Poughkeepsie, NY

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

11/2015 – 03/2016

- 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#.

Yut Nori for Android

02/2016 – 07/2016

- 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.

Linear Algebra Helper for Android

09/2015 – 12/2015

- Created an educational application that performs basic matrix operations, find subspaces, and calculates determinants.
- Built user interfaces with XML and implemented functions with Java using Android Studio.
- Published the application on the Google Play Store and provided updates to users.

Binghamton Meal Plan Tracker

11/2015 – 11/2015

- Developed an automation tool to collect transaction data from a Binghamton meal plan account.
- Incorporated Selenium and PhantomJS libraries for Java to automate headless web browsing.
- Utilized JavaFX and R to generate a line graph displaying daily spending.

OTHER EXPERIENCE

EngiNet Media Production Operator, Binghamton University

09/2015 – 05/2016

Adjunct Biology Instructor, Stony Brook University

01/2013 – 12/2014

Wildlife Intern, Mass Audubon at Allens Pond

05/2013 – 08/2013

Research Assistant, Stony Brook University

08/2012 – 12/2013

Research Assistant, University of Connecticut

05/2012 – 08/2012