

# Andrew Chan

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## OBJECTIVE

A Software Development full-time position with a focus in entertainment, gaming, or mobile.

## EDUCATION

**California Polytechnic University**  
*B.S Computer Science*

San Luis Obispo, California

**De Anza College**

*A.A Business and Computer Information Systems*

Cupertino, California

## SKILLS

**Languages:** *Proficient* - Java, C *Familiar* - C++, Ruby on Rails, Python, Perl, JSP, Javascript, Android SDK  
**Applications:** Microsoft Visual Studio, Netbeans, Eclipse IDE, Balsamiq Mockups, Adobe Photoshop, L<sup>A</sup>T<sub>E</sub>X  
**Others:** Fast learner and passionate about new concepts and technologies  
Works well in a team environment and as a team leader  
Results driven and strong problem solving skills  
Bilingual - English and Cantonese

## EXPERIENCE

**Amazon.com Inc.**

**Seattle, WA**

*Software Development Engineer* - Inventory Planning and Control May 2011 – May 2012

Transitioned the Expected Shipment Manager (ESM) system from another team.

Managed alarms and monitoring and created verification scripts for the transition.

Rewrote C++ modules into Java for better maintainability and testing.

Continued operational support for existing clients of ESM.

Interviewed extensively and assisted in recruiting efforts for new software developers.

Worked with AWS, C++, Java, Ruby, Spring, Hibernate, and Perforce.

**Intuit Inc.**

**Mountain View, CA**

*PM Intern* - Quickbooks Product Development Summer 2010

Created a vertical prototype for a HTML5 graphing utility drawing off of financial cloud data

Conducted customer studies to determine pain points, collect insights, and investigate solutions

Pioneered, designed, and prototyped a new Quickbooks feature based on a customer pain point

Investigated the use of a 3rd party reporting engine to be integrated within the Quickbooks product

Investigated nonconsumption of Quickbooks Online and different strategies to pursue new users

**NetApp Inc.**

**Sunnyvale, CA**

*SDE Intern* - NFS Development Team Summer 2009

Researched the Network File System v4.1 protocol

Investigated and documented the usage of PyNFS, a NFS open source testing suite

Created new functionality, fixed existing problems, and ported old tests for PyNFS using Python

**Yahoo! Inc.**

**Sunnyvale, CA**

*SDE Intern* - Yahoo! Mail Platform Backend Summer 2008

Created internal documents to train and acclimate new hires to the company

Studied and modified internal systems in Perl to optimize and add new functionality

Designed diagnostic tools for integrity checks of database files

## RELEVANT COURSEWORK

**Software Engineering Capstone: Requirements, Construction, and Deployment**

Elicited, analyzed, and documented software requirements for a web-based portal for a drilling survey company. Created an SRS, Architecture Specification, QA Plan, and Horizontal and Vertical Prototypes using LaTeX and Balsamiq Mockups with a team of 6 students. Designed and constructed the portal based on requirements using Ruby on Rails. Studied software development processes. Finally packaged the software for deployment and studied patterns for maintaining legacy code.

**Design and Analysis of Algorithms**

Analyzed various mathematical, geometrical, and graph algorithms. Also covered NP-complete problems, pattern matching, file compression, cryptology, exhaustive searches, and dynamic and linear programming. Implemented several algorithms using Java and C.

**Other Courses**

Android Development, Autonomous Robot Navigation, Professional Responsibilities and Ethics, Object Oriented Design, Software Engineering Processes, Programming Languages and Compilers, Graphics, Artificial Intelligence, Operating Systems, Technical Writing for Engineers, Systems Programming, Data Structures, Computer Architecture, Business Law

## LEADERSHIP AND INVOLVEMENT

**Penny Arcade Expo:** PAX Enforcer 2012

**Google I/O Pitch Night 2012:** Runner Up - Shopping Roulette

**After Hours Gaming League Season 2 Champions:** Amazon.com League of Legends Team 2012

**Remote Game Jam 2012 - 48-Hour Game Development:** Organizer

**Cal Poly Game Development Club (CPGD):** Founding Officer - Publicity/Corporate Director 2009-2011

**Cal Poly Ignite:** Founding Officer - President 2010-2011

**Cal Poly's Week of Welcome Orientation Program (WOW):** Orientation Leader 2008, 2009, 2010

**Association for Computing Machinery (ACM):** Officer - Secretary 2009-2010, Social Director 2008-2009

*Active interests in the field of music, photography, consumer electronics, and new technologies*