Char Tai

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Highly motivated engineer with experience working in a variety of environments. Seeking to leverage a diversity of abilities and interests, grow personal and professional skills, and effectively contribute to innovative projects as a developer.

EMPLOYMENT HISTORY

II-VI EpiWorks   Champaign, Illinois
Epitaxy Engineer   Jun 2015 - Jun 2019
- Optimized and sustained epitaxial growth in MOCVD tools to meet customer specifications
- Devised and recorded growth processes for replicating consistent results in manufacturing products
- Remote work

TECHNICAL EDUCATION AND TRAINING

Flatiron School   Chicago, Illinois
Full Stack Web Development, Ruby on Rails and JavaScript program   Sep 2020 - Jul 2021

University of Illinois   Urbana-Champaign, Illinois
Bachelor of Science in Electrical Engineering   Aug 2010 - Dec 2014
- 2011 - 2012 Yokohama National University: Student Exchange

NON TECHNICAL EXPERIENCE

Aloft Circus Arts   Chicago, Illinois
Two Year Full Time Training Program in Circus Arts: Contortion   Sep 2018 - Apr 2020

Circus Arts Performer   Chicago, Illinois
Contortion, Aerial Hoop, Dance Ensemble   2017 - Present
- Choreographed and performed solo and ensemble acts in a variety of cabaret style shows
- Organized performances and events, coordinating and collaborating with event sponsors

Fitness Instructor   Champaign and Chicago, Illinois
Flexibility, Pole Dance Fitness, Aerial Arts   2016 - Present
- Created individualized training plans that allowed students to reach and maintain their personal goals
- Mentored students on safe and proper techniques

SKILLS

Technical: JavaScript (ES6), React, Redux, Ruby, Rails, SQL, HTML, CSS/SCSS, Excel, Java
Languages: English (Fluent), Mandarin Chinese (Conversational), Japanese (Intermediate)

SOLO PROJECTS

Six-Clicks - Github | Demo
Travel from one Wikipedia article to another minimizing the number of clicks
- Built a React/Redux frontend integrated with a Rails REST server
- Integrated MediaWiki Action API to embed Wikipedia articles within the site and track user actions

Pummel - Github | Demo
Like Whack-a-Mole, pummel the monsters on the grid to earn points
- Coordinated asynchronous events midgame to render appropriate level data
- Integrated vanilla JavaScript frontend with Rails backend
- Designed game logic and UI from scratch

TriviChar - Github | Demo
Make and publish quizzes for friends, and play trivia games made by other users
- Created a Rails app with server-side rendered UI
- Managed secure user authentication and authorization