Char Tai

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Highly motivated engineer with experience working in a variety of environments. Developed strong collaboration and creative problem-solving skills through working in dichotomous industries. 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 ensure products meet customer specifications
- Devised and recorded growth processes for replicating consistent results in manufacturing products

EDUCATION AND TRAINING

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

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

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

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 gigs and events, coordinating and collaborating with event sponsors

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

SKILLS

Technical: JavaScript (ES6), React, Redux, Ruby, Rails, Postgres, 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 in the least number of clicks possible
- Built a React/Redux frontend integrated with a Rails REST server
- Employed MediaWiki Action API, converting HTML to React components, to embed and track user actions within Wikipedia articles

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

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