Steven Tan

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Objective

Looking to start a career at a company with great culture and the ability to not only provide valuable technical experiences but also allow me to grow as an individual.

Education   Expected Mar'16

Bachelor of Science, Computer Science   **California Polytechnic State University, San Luis Obispo**

Notable Coursework

- Design and Analysis of Algorithm
- Interactive Entertainment Engineering (Game Design)
- Developing with Cloud Services
- Programming Languages
- Intro to Operating Systems

- Introduction to Database Systems
- Introduction to Computer Graphics
- Digital 3D Modeling and Design
- Technical Writing
- System Programming

Experience

Full Stack Developer- Cal Fire, Los Osos   March 2015- Oct 2015
- Communicated and developed with non-technical co-workers
- Integrated D3.js and GeoJson files to help visualize data
- Worked with MapBox, OpenStreetMap, and other APIs to create map-based applications for GIS interns
- Worked web-based application that interacts and uses Google Excel's API in order to automate data collection
- Designed and implemented Jekyll to create simplified and dynamic web guides for new interns

Web Developer Intern- Haberdashion, San Luis Obispo   Oct 2014 - March 2015
- Redesigned UI for a web app using Haberdashion's API
- Used Vagrant VM to provide the front end HTML/CSS in addition to PHP on top of mySQL
- Communicated with graphic designers to make decisions on design layouts and implementations.
- Understood the pros and cons with working in a small tight-knit startup environment

Team Leader : **Authoring Tool**- California Polytechnic University, San Luis Obispo   Sept 2014 - Dec 2014
- Created an authoring tool for tutorials using Java Swing
- Scheduled, oversaw, and provided tasks for multiple members of a six person team

Projects

Web Speech API Google Plugin   March 2015-Dec 2015
- Directs voice commands to particular websites
- Manipulates web pages functions such as print, new tabs, and more
- Created API library to import voice commands to web games

Guild Wars 2 M.M.O. Datamining   Dec 2014- June 2015
- Uses Gixxel, a custom made open-source tool, to extract and archives from the game
- Extracts the string from a .dat in C# (Visual studio)

Tank-War (Javascript game)   Sept 2013- Dec 2013
- Collaborated to recreate a top-down tank-based shooting game using enchant.js framework.
- Provided leadership in a team of five to create a physics-based puzzle game using Greenfoot JDE.

Skills

Languages : C, Java, Python (proficient), HTML/CSS, JavaScript, SQL (proficient)
Tools: Agile Development, MySQL/HeidiSQL, GitHub/BitBucket, OpenGL, VMWare, Maya