

Winston Lan

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EDUCATION

University of California Irvine

Expected Graduation Date: June 2019

B.S. Computer Science

GPA: 3.827; Dean's Honor List (6 Quarters)

EXPERIENCE

Garmin International: Software Engineering Intern **June 2017 - Present**

- Worked on the Consumer Automotive OEM Tuner team, developing application infrastructure for radio services.
- Developed, and tested an API handler for DAB Radio that updates the image artwork when a new image is available.
- Implemented wrapper classes to assist with interprocess communication between clients, receivers, and device managers for the management of application resources.
- Developed, and tested a JSON API parser to parse configuration files used to describe resources available, as well as the settings for inter-process resource management.
- Utilized agile development, and participated in weekly stand up meetings.
- Languages and APIs used: C++, Lua, Google Test, Qt, and D-Bus.

PROJECTS

Scales **August 2018 - Present**

- Developed an iOS application that follows the Scales productivity workflow, and records the total amount of time the user spends working for the day, the week, and the month.
- Awarded second best project by engineers at Garmin's Build What You Want Day hackathon.
- Languages and APIs used: Swift, and UIKit

Magic8Ball **July 2017**

- Developed an iOS application that simulates a magic 8 ball by letting the user shake the iPhone to have their questions answered.
- Languages and APIs used: Swift, and UIKit.

PomoDomo **May 2017**

- Developed an iOS timer application that corresponds to the Pomodoro workflow, and records the number of Pomodoros the user completes each day.
- Languages and APIs used: Swift, and UIKit.

Do It **December 2016**

- Developed a to do list iOS application, that allows users to create, and delete tasks on a to do list that is stored locally on their iOS device.
- Languages and APIs used: Swift, and UIKit.

Simon Game **July 2016**

- Developed a web memory game with that generates a random color pattern, and asks the user to replay the random color pattern as a response.
- Languages and APIs used: HTML, CSS, JavaScript, jQuery, and Bootstrap.

Wikipedia Viewer **July 2016**

- Developed a Wikipedia web app that allows the user to search for items, and returns the top ten most relevant results.
- Languages and APIs used: HTML, CSS, JavaScript, jQuery, Bootstrap, and Wikipedia API.

SKILLS

Programming Languages and Frameworks: Python (Proficient), C++ (Proficient), Swift, C, Java, MySQL, JavaScript, HTML/CSS, jQuery, Django, and Bootstrap.

Software Tools and Environments: PyCharm, CLion, Xcode, Visual Studio, Eclipse, Python IDLE, Sublime, Atom, and Git

Leadership and Teamwork:

- Led planning team meetings, and coordinated events for on campus Christian Fellowship.
- Practiced paired programming in university course work.