

Win San

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Education

University of Wisconsin, Madison

Sept 2019 – May 2023

- B.S. Computer Engineering, GPA 3.5 / 4.0
- Secondary Major: Computer Science

Relevant Courses: Data Structures and Algorithms, Database Management and Design, Intro to AI, Machine Organization, Computer Networks, Operating Systems

Employment

Undergraduate Learning Center

Nov 2021 – Present

Web Developer and Tutor

Madison, WI

- Maintain and improve the ULC's Tutoring-By-Request (TBR) website using React, PHP, and MySQL.
- Led the migration to a modern backend web application framework (Laravel).
- Tutor students in beginner level CE and CS classes. Accumulated 50+ tutoring hours.

Target Corporation

Jun 2022 – Aug 2022

Software Engineer Intern

Minneapolis, MN

- Interned with Target's Manhattan Fulfillment and Item Certification team.
- Modernized an integration application to use Spring-Kafka and Spring-ActiveMQ instead of Apache Camel.
- Reduced security risk by updating an outdated authentication dependency from an item certification application.
- Built a full-stack application that enables fulfillment center tech ops to securely clear print queues. App reduced on-call support time for team.

Madison Gas and Electric

Dec 2020 – Jan 2022

Distribution Asset Management Intern

Madison, WI

- Helped manage computer models of Dane county's electric and gas grids by utilizing GIS software.
- Identified gas valve shutdown zones with 100+ customers by utilizing the ArcGIS REST API and Python.
- Built a Power App for the Electric Construction Operations group to manage on call sign ups and points system. The application replaced the paper process.

People and Robots Laboratory

Apr 2020 – May 2021

Research Assistant

Madison, WI

- Utilized the Misty Robotics' API to program a robotic reading assistant.
- Created a Python script that routinely uploaded audio and video files to Box for when robot was in a remote location. Created an application hosted on Heroku to manage tokens used by script.

Skills

- **Tools:** Git, Linux, Docker, Gradle, Jira
- **Databases:** MSSQL Server, MySQL, MongoDB, Firebase
- **Languages:** Python, Java, Groovy, JavaScript, C, C++, PHP
- **Frameworks:** React, React Native, Express.js, Spring Boot, Laravel, Spock

Projects

Mobile App Development

- Created SchMoney, a college marketplace app available for download on App Store.
- Built a RESTful API that interfaces with MongoDB Atlas using Express.js.
- Developed an in-house messaging system using FCM.
- Developed a front-end application using React Native.

Hackathons

- CheeseHacks 2021 (2nd of 14 teams) — Built Lokal, a web app that matches labor demand with supply within communities.
- UPL Hackathon 2022 (1st of 8 teams) — Built BadgerLF, an online lost and found web app for college students.