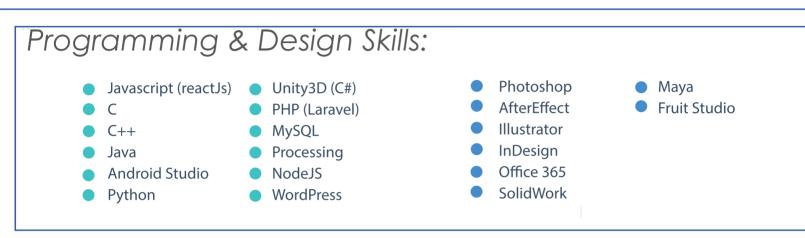# Alex Wan

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alex-wan.com

Profile:

I am a technology enthusiast with one year of industrial experience building website applications in an Agile team. I have a great passion for all kinds of Programming and Designing. I like thinking outside the box and challenging myself to learn new things. While pursuing a science degree in Computing Science, I couple my love of code with centered design learned from my studies in Interactive Arts & Technology.

Programming & Design Skills:

- Javascript (reactJs)
- C
- C++
- Java
- Android Studio
- Python
- Unity3D (C#)
- PHP (Laravel)
- MySQL
- Processing
- NodeJS
- WordPress
- Photoshop
- AfterEffect
- Illustrator
- InDesign
- Office 365
- SolidWork
- Maya
- Fruit Studio

Full Stack Development:

Website Application Developer

Simon Fraser University - IT Service - eTRACS Team   **May 2018 - Apr 2019**

An enterprise project, which develops a system of faculty management and administration from ground-up, serving all eight faculties of Simon Fraser University;

- Full-stack developed web application in ReactJS for front-end as well as Laravel & MySQL for back-end;
- Designed application solutions driving continuous improvement to processes, systems, and workflow;
- Scripted and executed the units test cases for optimizing programs' functionality and maintainability;
- Managed an enterprise database in MySQL and scheduled the CRON jobs under requirements;
- Using Scrum Methodology, collaborated with a cross-functional team in every phase of the Agile software development life-cycle.

Education:

Simon Fraser University   **Sep 2016 - present**

"School of Interactive Arts & Techonology is an engaging program comines graphic design, multi-media technology tools and computer graphics programming."

- Double Major: B.Sc Computing Science & B.Sc Interactive Arts & Technology (Concentration: Interactive Systems)
- Expected graduation: Jun 2020

GPA:3.48

Relevant Projects:

Software Engineer / UI Designer

HelpStir - Interactive Mug (Personal Project)   **Jan - May 2018**

Created an interactive mug for people who lack fine motor skills and encourage them to gain the benefits of coffee and drink more fluids.

- Designed a user-friendly interface with visual elements in Photoshop, implemented it in Processing GUI;
- Drafted and modeled the interactive mug prototype in Maya and 3D-printed it out;
- Drew the circuit diagrams in the datasheet and assembled the circuit on the chip;
- Integrated a MySQL database to track the history of users' beverage daily intake;
- Built the electric circuit to handle the communication between Arduino and Processing.

Software Developer/ Graphic Designer

TeaTime Vending machine (Personal Project)   **Jan - Apr 2017**

Inspired by the order machine in McDonald's, this Java application was designed for simplifying the order process in the bubble tea shop that I used to work for, to shorten customer's waiting time.

- Created ten image-based animations and designed 7 different kinds of beverage toppings;
- Animated the rain, wind, and trees graphics in the introduction page using OpenGL;
- Implemented all validations and done testing;
- Automated the application in a dynamic way where a certain step depends on a previous step.

Leadership Experience:

Fraser International College

Peer Educator   **Jan 2016- May 2018**

- Interpreted assignment instructions and criteria for writing assignments
- Helped students solve technical problems in most of the popular design tools;

Program Workshop Leader   **Nov 2016 - Sep 2017**

- Organized and assisted in the planning of community or on-campus events;
- Prepared and developed appropriate education materials for groups;
- Delivered informed tutorials to introduce students on how to use different design tools.