

# Andrew Chan

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

## EXPERIENCE

### Front End Software Engineer, SF-based Fortune 500 consumer retail client

July 2020 - Present

*Javascript, Vue, Tailwind, Node.js, Express.js, Jest, Jenkins, Docker*

- Migrated part of a legacy codebase that used SVN and Web Components, to Git and Vue following the micro frontends (MFE) architecture style
- Developed critical customer facing e-commerce features for Q4 2020 peak, subsequently resulting in a ~26% revenue growth that quarter
- Collaborated across multiple development teams and with the UI/UX teams to redesign outdated pages on a completely new MFE from the ground up
- Piloted a proprietary design pattern system to provide a more consistent development experience for both developers and the UI/UX teams, as well as across the 6 brands that the client company supports
- Architected solutions for complex product team requests, working closely with the product, UI/UX and development teams to create two new pages using the proprietary design pattern system

### Software Engineer, Nisum

January 2020 - July 2020

*Javascript, React, jQuery, Node.js, Express.js, Handlebars*

- Migrated a business-to-business (B2B) website from Wordpress to a statically served web app using Handlebars alongside React, jQuery and Express.js
- Adopted the scrum/agile process to effectively communicate with clients, developing working proof of concepts of a custom search and address validation in React

### Software Engineer Technical Admissions Specialist, App Academy

August 2019 - December 2019

*Javascript, Ruby, Python*

- Conducted various technical interviews for potential bootcamp candidates in Javascript, Ruby, and Python
- Mentored peers with shadowing and mock interviews to prepare them for the position

## PROJECTS

### Epic 7 RTA (Real Time Arena) Stats

[Live Site](#) | [Github](#)

A mobile responsive data visualizer for Epic 7, a mobile RPG - Node.js, SQLite (JS), React, various UI libraries

### Flappybara

[Google Play Store](#)

A casual 2D side scroller, inspired by Flappy Bird - Unity 3D, C#, Mono, Firebase, Android App Bundle

## EDUCATION

App Academy - Immersive three month full stack software engineering program (Spring 2019)

University of Washington, Seattle - B.S. Applied Physics (Winter 2018)

## SKILLS

Frontend: Javascript, Typescript, React, Redux, Vue, Tailwind, HTML, CSS, SCSS

Backend: Node.js, Express.js, MongoDB

Other: Git, Webpack, Jest, Jenkins, Docker

## OTHER

Languages - Native in English, fluent in Cantonese and Mandarin

Hobbies - Basketball, self teaching guitar and piano, side projects with new technology, game development