

JiaXian Tan(Max)

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EDUCATION

University of Alberta

Bachelor of Science in Computer Science

GPA: 3.7

Jan. 2020 – Dec. 2024

EXPERIENCE

Software Engineer

🔗 Minoa

Sept 2023 – Present

San Francisco, California

- Part of founding team of 3 to design and develop a web application using React.js and Google Cloud.
- Built notifications service for sending email and Slack notifications on Google Cloud Function triggers.
- Set up and wrote unit and End-to-End testing for core functionalities with Playwright and Jest, including integration with CI/CD pipeline.
- Built custom React UI components and wrote documentation for each component.

Software Engineer Intern

PCL Constructions

May 2023 – Sept 2023

Edmonton, Alberta

- Contributed and maintained multiple projects within PCL's suite of jobsite management apps using Angular.js and .Net Core.
- Developed a microservice responsible for aggregating data and generating reports from multiple sources, using gRPC, Docker, and .Net Core.
- Authored and maintained comprehensive documentation to help with the onboarding process for new developers.
- Worked closely with Business Analysts and UI/UX designers to iterate and deliver products in an agile environment.

Software Engineer Intern

🔗 Ownit Commerce Inc.

May 2022 – Dec 2022

Palo Alto, California

- Had full ownership of a project to build a serverless media management and optimization tool which allowed the product merchandising team to optimize images and videos for high-performance product landing pages.
- Optimized performance and load time for customer facing pages by reducing the size of web assets by 70% using FFmpeg
- Built REST API using Aws Lambda and API Gateway to handle image and video processing requests.
- Worked alongside founding engineers to develop a merchandising portal deployed on AWS.

TECHNICAL SKILLS

Languages: TypeScript, Python, C#, JavaScript, Java, HTML/CSS, SQL

Frameworks / Tools: React, Vue.js, React Native, Node.js, Git, .NET, Jest, Docker

PROJECTS

🔗 Popin | Personal Project | Next.js 13, TypeScript, Firebase

Jan 2022 – Aug 2022

- Cofounded a startup for a student events mobile application.
- Over 250+ signed up with 50 Daily Active Users, available on Android and IOS
- Organized production bugs and features using Github Projects, and utilizing CI/CD pipelines for rapid iteration

🔗 Shortcard | Personal Project | Next.js 13, TypeScript, Supabase

Feb 2023 – July 2023

- Developed a web app for generating and sharing birthday cards with a link.
- Built with Next.js 13 (App Router) for frontend and Supabase for user authentication and database.

🔗 QrHunter | Collaborative Project | Java, Firebase, Android Studio

Jan 2023 – Apr 2023

- An Android game Pokemon-Go built with Java and Android Studio.
- Designed and documented app architecture, as well as user interface mockups.

🔗 Music Together | Personal Project | React, JavaScript, Firebase

June 2021 – Aug 2021

- Developed a music player web app that displays lyrics and allows for multiple people to listen to music together
- Integrated with Youtube Data api for retrieving song data