Alan Wan

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Summary

Aspiring software engineer with a strong foundation in full stack web development, computer science, and real time monitoring systems. Experienced in high pressure environments, cross functional collaboration, and data driven decision making. Currently pursuing a B.S. in Computer Science (GPA 4.0). Adept in Python, JavaScript, C#, and modern frameworks including React and Node.js. Seeking a software engineering internship or junior level role to apply problem solving and coding skills to real world challenges.

Education

Bachelor of Science in Computer Science
Oregon State University – Corvallis, OR
GPA: 4.0 | Expected Graduation: June 2026

Bachelor of Science in Microbiology
Kansas State University – Manhattan, KS

Technical Skills

Languages: Python, C/C++, C#, JavaScript, HTML/CSS, MASM x86 Assembly
Frameworks & Tools: React, Node.js, Express.js, Git, GitHub, MongoDB, Unity
Parallel & Systems: OpenMP, SIMD, MPI, OpenCL
Other: REST APIs, Agile Workflow, CI/CD, Debugging, Version Control, Bash/WSL/Linux

Work Experience

Neuromonitoring Technologist
SpecialtyCare – Las Vegas, NV
Nov 2024 – Present
(formerly with Neuromonitoring Associates, same role and responsibilities)

- Diagnosed system failures and optimized intraoperative monitoring setups in high pressure surgical environments, demonstrating strong problem solving and troubleshooting skills.
- Calibrated, evaluated, and adjusted neurodiagnostic hardware/software in accordance with biomedical safety protocols.

- Applied and configured electrode arrays for data collection, optimizing signal acquisition using software controlled stimulation parameters.
- Delivered real time technical support and neurological analysis to surgeons, ensuring accurate, timely decisions during complex procedures.
- Performed multimodal testing (SSEPs, MEPs, EMG) and interpreted neurologic data to identify potential injury or system malfunctions.
- Documented electrophysiological activity, performed waveform analysis, and maintained electronic medical records using proprietary medical software.
- Collaborated with cross functional teams (surgeons, anesthesiologists, nurses) to ensure patient safety, quality assurance, and continuous monitoring system integrity.
- Conduct audits of fellow technologists' cases, contributing to QA processes and protocol compliance.
- Trained and mentored incoming technologists, designing study guides and preparing them for board certification.

Projects

Exercise Tracker Web App
React, Node.js, Express, MongoDB

- Built a full stack CRUD application to log and manage user exercise data.
- Designed a responsive frontend with React and React Router.
- Developed RESTful API endpoints with Express and connected to MongoDB for persistent storage.
- Added user validation, error handling, and basic styling with CSS modules

Flappy Bird Clone
Unity, C#

- Developed a 2D side scrolling game replicating Flappy Bird mechanics
- Implemented gravity based player movement, obstacle generation, and collision detection
- Added randomly spawning collectible coins to enhance gameplay

Pong Game
Unity, C#

- Recreated classic Pong game with player vs. computer gameplay
- Programmed player paddle movement and ball physics.

Top Down Shooter Game
Unity, C#

- Designed a shooter game with player movement and shooting mechanics
- Utilized loops and arrays to continuously and randomly generate enemies