Julian Chan

Software & Game Developer · Cambridge, UK · +44 7497 837201 · julianchan2001@gmail.com · julianchan.dev · LinkedIn

Profile

Full-stack developer with three years at the University of Cambridge's Department of Psychiatry, building the digital infrastructure behind clinical research studies: WordPress multisite networks for study websites and large-scale digital participant recruitment, REDCap databases and data pipelines, bespoke Django and Flask web apps, and Unity research games. MSc in Computer Games Technology. Strongest in Python, C# and Unity, with hands-on Linux, Docker and server administration.

Experience

University of Cambridge, Department of Psychiatry · Oct 2023 – present
IT Technician (2024 – present) · IT Assistant (Oct 2023 – 2024)

- Full-stack development of bespoke research and admin web apps in a Django, Astro and Vue stack, including a Django REST back end with Celery job queues replacing legacy PHP systems.
- Built bespoke Flask web apps for research operations: REDCap, Cantab Connect and MariaDB sync pipelines, study data dashboards, and backup and server-health tools.
- Develop Unity games for mental health research that output detailed behavioural data for researchers' analysis, including **Hawkswood**, a first-person adventure replacing repetitive cognitive tests with gameplay (IK animation, Timeline cutscenes, companion dialogue).
- Build and run WordPress multisite networks (35+ sites) for research studies, supporting large-scale digital participant recruitment, and set up and manage REDCap database connections.
- Administer the department's Linux servers: Docker deployments, cron-scheduled jobs, updates, backups and ongoing maintenance.

Telefónica O2 — Sales Advisor · Aug 2022 – Oct 2023

- Advised customers on devices and plans, consistently meeting sales targets and resolving issues on the shop floor.

Lee Kee Group, Hong Kong — IT Intern · Jul–Aug 2019

- Hardware upgrades and software roll-out.

Dyson, Shanghai — IT Intern · Jul 2018

- In-store IT support and server hardware maintenance.

Technical skills

- **Languages:** Python, C#, C++, JavaScript, SQL, CSS
- **Games:** Unity (character controllers, Timeline, IK), Unreal Engine
- **Web:** Django, Flask, Vue, Astro, Bootstrap, REST APIs, Celery, WordPress, Drupal
- **Data & infrastructure:** MariaDB, SQLite, REDCap, Docker, Linux (Ubuntu) servers

Education

- **MSc Computer Games Technology** — Anglia Ruskin University, Cambridge · 2022 – 2023 · team-based industry-style projects, cloud game analytics
- **BSc Computer Games Technology** — Anglia Ruskin University, Cambridge · 2019 – 2022 · Unity and Unreal, multiplayer networking, physics, animation
- **A Levels** — Oakham School, Rutland · 2017 – 2019 · Computer Science, Mathematics, Design Technology

Leadership & languages

- **President, Anglia Ruskin Esports Society** (2 years) — ran events and competitive teams for 600+ members; secured sponsorship from NUEL, Republic of Gamers and Red Bull; managed a partnership with Team Singularity.
- **Languages:** English (fluent); Cantonese and Mandarin (fluent spoken, reads Traditional and Simplified Chinese).