

JOHN FAN

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EDUCATION

Rice University

Bachelor of Science in Computer Science | GPA: 3.79

Houston, TX

Expected May 2028

Relevant Coursework: Algorithmic Thinking, Program Design, Computer Organization, Statistics for Data Science

EXPERIENCE

Screenz.ai / RankMonster.ai

Software Engineering Intern

May 2026 – Aug. 2026

Houston, TX

- Owned development of a RankMonster.ai cost analytics dashboard tracking AI API spend across OpenAI, Claude, Gemini, and Grok; visualized provider and function-level spend with cost projections to support COGS analysis.
- Rebuilt a PDF reporting pipeline that extracts and canonicalizes competitor mentions from multi-provider LLM responses using confidence tiers and fallback parsing; validated by 94 integration tests.
- Diagnosed and fixed session failures across cookies, sessionStorage, NextAuth JWTs, and middleware; restored impersonation after browser restarts, prevented unintended sign-outs, and secured an unprotected admin route.
- Fixed onboarding data loss by persisting qualifications before drop-off, normalizing company names into a canonical PostgreSQL column, and backfilling existing accounts with an idempotent migration.
- Redesigned the Screenz.ai landing page using React, JavaScript, and CSS and remediated 260+ SEO crawl issues, including 133 non-indexable URLs, across heading structure and canonical tags.

iCode

Software & Robotics Instructor

Aug. 2024 – Mar. 2025

Pearland, TX

- Taught Python, JavaScript, HTML/CSS, and VEX robotics to classes of 15–25 students, mentoring teams through debugging, design, build, and test cycles.

SELECTED PROJECTS

League of Legends Analytics & ML | [Next.js](#), [TypeScript](#), [MongoDB](#), [Redis](#) | [GitHub](#)

Nov. 2025 – Present

- Built and deployed a Riot API-powered analytics platform supporting 11 regions with ranked stats, champion mastery, performance trends, match history, and full-lobby breakdowns.
- Engineered a typed Riot API client and Next.js API routes with platform-to-regional routing, input validation, and retry/backoff for rate limits and server errors.
- Added Upstash Redis caching with 7-day match and 1-hour mastery TTLs to reduce redundant Riot API requests and rate-limit pressure.
- Implemented GitHub authentication with JWT sessions and MongoDB-backed per-user recent-search history with deduplication and persistent storage.

StudioFlow | [Next.js](#), [Node.js](#), [Express](#), [PostgreSQL](#), [Tailwind](#), [Docker](#), [AWS](#) | [GitHub](#)

Apr. 2026 – Present

- Built a full-stack workflow platform for creative teams to manage projects, tasks, comments, and shared assets.
- Designed normalized PostgreSQL schemas with Prisma and implemented role-based access control for 3 user roles, enforcing team and project permissions across API routes.
- Implemented 10+ REST API endpoints with validation, error handling, and reusable service logic for project, task, collaboration, and metadata workflows.
- Optimized project views with server-side filtering, pagination, and Prisma queries to reduce database reads.

TECHNICAL SKILLS

Languages: Java, Python, TypeScript, JavaScript, C, C++, SQL

Frameworks & Libraries: React, Next.js, Node.js, Express

Tools & Databases: PostgreSQL, MongoDB, Prisma, Git, Docker, AWS, Vercel, Linux, Playwright, GitHub Actions