

Brian Chen

Software Engineer

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 byxchen |  brianyxc

Toronto, Ontario

Education

University of Toronto

Honors Bachelor of Science

Software Engineer (Co-op)

GPA 3.52/4.00

Expected Grad: 2019

Course Work

Discrete Mathematics

Linear Algebra

Software Design

Systems Programming

Theory of Computation

Languages

ASP

C

C++

HTML/CSS/JS

Java

PHP

Python

Shell/Bash Script

SQL

Design

Photo Editing

Typography

UX/UI Design

Other

Agile Development

Algorithms

Data Structures

Source Control

TCP/IP Networking

UNIX/Linux Systems

Professional Experience

Teaching Assistant at University of Toronto

FALL '15 - PRESENT

Taught CSCA08 – Introduction to Computer Science I to a class of over twenty undergraduate students

Cemented students' understanding of variables, conditionals, classes, functions, iteration and recursion, unit testing and data structures through weekly tutorial sessions and office hours

Software Developer at Ivy Global

SUMMER '15 – FALL '15

Led the development of a college placement site that dynamically predicts and matches students to viable colleges based on SAT scores

Developed a test simulation tool for the new SAT, featuring score analysis by section and suggestions for areas of improvement

Independently identified and fixed a particular server bug which had been reoccurring for over two years

Other Experience

President, Computer Science Enrichment Club

WINTER '15 – PRESENT

Founded, promoted, led, and oversaw logistics for this student-run academic enrichment club

Developed curriculum and taught advanced Computer Science topics including algorithms, runtimes, dynamic programming, graph theory, and data structures to over twenty students on a weekly basis

Projects

Tiny Dungeon, an multiplayer text-based game

SUMMER '16

Created a text-based adventure game written in C that supported multiple simultaneous users, implemented a chatroom feature, and supported language independence

Learned about TCP/IP, sockets, forked and asynchronous processes

CritterPit, an Java multiplayer strategy game

SUMMER '16

Created a multiplayer online Java game filled with rich graphics and gameplay that challenged the user to use a combination of strategy and deception. Implemented an online chatroom and bug reporting

Worked with Java, JS frameworks, AWS, and sockets to port to online