



Brian Chen

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 Avarrocka |  brianyc | www.byxc.me

Software Engineer with 4+ years of competitive coding, software, web, and game development experience. Completed multiple personal, and collaborative projects on many platforms. Fluent in English and Mandarin.

Technical Skills

Experienced in Web Development

- Developed skill with HTML, CSS, ASP, JavaScript, AJAX, and MS SQL Server in 4 months of work at Ivy Global

Strong Modular and Object-Oriented Programmer

- Learned through two years of enriched high school computer science class, working with Java, Python, and C++. Applied knowledge in making numerous personal and collaborative projects.

Proficient in Algorithm Design and Debugging

- Refined through 4 years of extracurricular clubs, hackathons, competitive programming, and online programming competitions primarily using C++

Excellent at Collaboration and Agile Development

- Have worked in a variety of team-focused environments, and engaged in daily scrums and sprint development over a period of months
- Worked on numerous collaborative projects on GitHub, familiar with Git and source control

Adept at Problem Solving and Innovation

- Recognized for aptitude in problem solving in Toronto Operations Research Challenge 2014, 2015
- Attended and received recognition in numerous hackathons around Canada

Education

University of Toronto, HBSc, Bachelor of Computer Science | September 2015 – Present

- 3.88 GPA and 90% cumulative average, with outstanding marks in Math and Computer Science
- Founded the Computer Science Enrichment Club (CSEC) to teach students about Computer Science
- Computer Science Representative - Association of Computer Science and Mathematical Students

Work Experience

Web Developer | Ivy Global | July – August 2015

- Built educational websites with ASP, JavaScript, HTML, CSS, and AJAX
- Maintained and updated existing websites by updating SQL tables and fixing bugs



Cashier | Manchu Wok CNE | July – August 2014

- Interacted with customers in a friendly and efficient manner during serving and charging them
- Took extra initiative during work and was rewarded for effort with wage increase

* All projects, links, screenshots, and in-depth descriptions may be found on my website: www.byxc.me

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Programming Contest Experience

Toronto Operations Research Challenge | 1st (2015), 4th (2014)

- Tackled various optimization questions that are applicable to real-life to find the best and most efficient solutions to each question

American Computer Science League | Top Individual Score, All-Star (2015)

- Tackled problems regarding Assembly Language, Data Structures, Binary, Finite State Machines, LISP, and unique algorithmic programming questions involving tree traversals and shortest path

Canadian Computing Competition | Top 25% (2015, 2014, 2013)

- Solved various questions requiring different approaches (recursion, dynamic programming, etc.)

Ryerson SportsHack | Coach's Pick (2015), Honorable Mention (2014)

- (2015) Created a scalable fantasy application for the CFL that organizes player data from Big Data University and analyzes performance to help fantasy owners succeed
- (2014) Combined the technologies of a Myo motion-activated wristband and an Oculus Rift to create a virtual workout machine

UofTHacks II | (2015)

- Created a crowd-sourced lost and found Android app to reunite people with their belongings
- Incorporated the Twilio and Twitter APIs and cooperated with a team member to build the backend web portion of the project using PHP and MySQL

EdAppHack | 2nd Overall (2014)

- Created an android application for congregating and summarizing grades pulled from internet sources (e.g. Blackboard, Desire to Learn)
- Pitched and presented idea, and conducted market research on TDSB directors and teachers

Notable Projects *

Ivy Global Classroom

Created for Ivy Global, 2015

IvyGlobal Classroom is an online virtual learning and course management environment. Users are able to create classes, manage students, create, review, and grade tests. In developing IvyGlobal Classroom, I worked with HTML, CSS, LaTeX, AJAX, and JavaScript in the frontend, and SQL, ASP, and PHP on the backend.

Fuudi – Fantasy Football Manager

Created for CFL SportsHack, 2016

Fuudi is an Android application that serves as a fantasy football manager. Fuudi allows users to add players of interest, see advanced statistics and social media updates regarding the player(s). Statistical analysis and other advanced data analytics are shown to the user. In developing Fuudi, I worked with the Android Studio, Java, XML, and APIs from IBM's BlueMix, Big Data University, and Twitter.

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