Brian **Chen**

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Education

University of Toronto   2015 – 2019
- Pursuing Honors Bachelor of Science in Computer Science (Specializing in Software Engineering Co-op stream)
- UofT Scholars Entrance Award and Deans List
- Maintained a high cum-laude cumulative GPA

Awards

- **Finalist**, 2016 University of Michigan MHacks8
- **1st Place**, 2015 Operations Research Challenge
- **1st Place**, 2015 Marc Garneau Math Competition
- **1st Place**, 2014 ECOO TDSB Board-wide and Regional Computer Programming Contests
- **2nd Place**, 2014 EdAppHack/MaRS Hackathon

Experience

Ivy Global   Toronto
Software Engineering Intern   Summer 2015
- Led the development of a New SAT test simulation and academic feedback tool by creating the backend using T-SQL, AJAX, and ASP which is now live and used by over unique 400 users monthly
- Wrote a script that retrieves university data from APIs, automating data entry to save over 30 hours per week
- Built redundancies and security measures to prevent SQL injection and cross-origin scripting attacks

University of Toronto   Toronto
Teaching Assistant   2016 – Present
- Taught CSCA08 (Introduction to Computer Science) to a class of over thirty students featuring topics such as fundamental logic, data types, classes, functions, scope, and unit testing in Python
- Provided student aid during tutorial, office hours, seminars, and through recaps on my personal website

Personal Projects

A list of personal projects can be found on my portfolio site: www.byxc.me

Let Me Know *A news aggregating and summarizing site that was a finalist in MHacks8*   Fall 2016
- Implemented a web scraper in Python using Flask to extract news articles from Twitter, Facebook, Reddit
- Created a summarizing algorithm and used Microsoft Cognitive Services Sentiment analysis on news sources
- Summarizes topical news with sentiment analysis, live twitter feed, and whitelisted further news readings

Sportigo *An Android app that helps find local pickup games created at Hack The North*   Fall 2016
- Implemented an OAuth2.0-based login system so that users could log in using social media securely
- Created a Pokémon-Go style map rendition of local pickup games by using Google Maps/Play Services API

Critter Pit *A multiplayer online strategy game inspired by Kongai*   2015 – Present
- Learned how to build a basic game engine in Java including web socket use and Swing GUI Frameworks
- Used JavaScript frameworks like Angular.js and Raphael.js to port game from a Java .jar to a web Java applet

Technical Skills

- Experienced in software development methods and implementing various algorithms and data structures
- Proficient in C++, Java, and Python programming through years of decorated competitive programming
- Fluent in HTML, CSS, ASP, SQL, AJAX, and various JavaScript frameworks through professional experience
- Competent in C, Shell, VBScript, with Android, and comfortable working in UNIX and Linux environments

Initiatives

Computer Science Enrichment Club   University of Toronto
President, Co-Founder, ACM-Intercollegiate Programming Competition Coach   2015 – Present
- Taught over two hundred University students Computer Science concepts such as algorithms, data structures, graph theory, and more – the concepts taught in C++ and through programming competitions
- Led the club by delegating roles, coordinating events, and planning with administration and professors