Brian Chen

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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++

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

Education

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

- 3.88/4.00 GPA and 90% cumulative average, with outstanding marks in Math and Computer Science

Woburn Collegiate Institute | 2011-2015

- Recipient of academic rewards for outstanding performance in Math, Philosophy, and Data Management fields. Four year honor roll student
- Member of Programming Enrichment Group, specializing in algorithms and contest programming

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

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Programming Contest Experience

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 sorting

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

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

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

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

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

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

Interests

Game Design

- I have a few personal projects – Riven, a fantasy roleplaying game that features real-time combat with skills and items. Trash Smash, an educational trash-sorting game.
- I am currently developing a 2D dungeon-crawler coded in C/C++ and uses the OpenGL engine

Web Development

- I enjoy learning the basics of various web design architecture, such as MEAN, REST, and AJAX
- I am currently working on my own personal website

Sports

- I really enjoy playing and following basketball (NBA, fantasy leagues, pickup games)
- I am currently on the UTSC Scartan Dragon Boating team