Brian Chen

Software Engineer

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Toronto, Ontario

Education

University of Toronto
Honors Bachelor of Science
Software Engineer (Co-op)
GPA 3.52/4.00
Expected Grad: 2020

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

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

Computer Science Representative, AMACSS — WINTER '15 – PRESENT

Served as a key liaison between Computer Science Students and Administrative Staff addressing ideas, suggestions, and concerns

Held weekly office hours to address key topics covered in lectures. Organized and delivered several review seminars in preparation for midterms and finals to over four hundred Computer Science students

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

OneMark, a grade consolidation app — WINTER '14

Interfaced with various APIs to collect and consolidate raw mark data from various websites (Blackboard, Desire to Learn, raw HTML)

Aggregated and analyzed data, creating a timeline of marks to represent mark progression over time and through various evaluations