

Brian Chen

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GitHub github.com/***** · **LinkedIn** linkedin.com/in/***** · **Portfolio** byxc.me

Education

University of Toronto

2016 – Present

- Pursuing Honors Bachelor of Science in Computer Science (Specializing in Software Engineering Co-op stream)
- UofT Scholars Entrance Award and Deans List
- Expected Graduation in June 2019

Awards

- **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
- **All-Star**, 2014 American CompSci League Finals

Qualifications

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

Experience

University of Toronto

Toronto, Canada

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 the Python language
- Provided student aid during tutorial, office hours, seminars, and through recaps on my personal website
- Hosted sessions where students could tackle problems to cement their understanding of key lecture topics

Ivy Global

Toronto, Canada

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 and AJAX and ASP which is now live and used by over unique 400 users monthly
- Wrote a script that retrieves information from APIs, automating data entry and saving over 30 hours per week
- Built redundancies and security measures to prevent SQL injection and cross-origin scripting attacks

Initiatives

Computer Science Enrichment Club

University of Toronto

President, Co-Founder, ACM-ICPC 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

Personal Projects

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

RuneSeeker *A financial planning tool for the MMORPG RuneScape*

Summer 2016

- Analyzed large data sets and item value trends to create graphical and statistical analyses of items over time
- Learned how to use caching and client-side cookies for store user information and to allow for offline use

Sportigo *An Android application 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