Eugene Y. Q. Shen

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Education and Awards

University of British Columbia; Vancouver, Canada — September 2015–Present

- 4.33 / 4.33 GPA, Faculty of Applied Science, Third Year Engineering Physics, Minor in Honours Math.
- Received the Trek Excellence Scholarship every term, awarded to the top 5% in each faculty and year.
- Courses include Operating Systems, Principles of Software Construction, and Algorithm Design.

11th in Division One, ACM-ICPC Pacific Northwest Regionals — November 2016

- Used C++ and Python in a team of three for this algorithmic programming competition.

2nd in Division Two, ACM-ICPC Pacific Northwest Regionals — November 2015

4th in Round One, North American Computational Linguistics Olympiad — March 2015

2nd in Western Canada, Canadian Computing Competition, Senior Division — January 2014

Work Experience

Software Engineering Intern, Nexedi; Lille, France — January 2017–April 2017

- Prototyped a WebRTC messaging app for serverless browser-to-browser communication.
- Designed a message class for internal communications in Nexedi's ERP platform.
- Created a tutorial on using Nexedi's RenderJS framework to make a todo app from scratch.

Backend Developer, Changenuity; Remote — November 2016–Present

- Designed a platform to match freelancers with global development projects, in a startup of five students.
- Managed full stack integration and built the platform backend using Ruby on Rails, Heroku, and AWS.

Teaching Assistant, UBC; Vancouver, Canada — January 2016–April 2016

- Marked over 70 labs every week for an introductory C programming course.
- Created a Python script for myself and future markers to automatically display and compile the labs.

Technical Projects

Free and Open Source Software — March 2017–Present

- Fixed bugs in software including crouton, the Ace text editor, and the Chromium OS Audio Daemon.

Autonomous Robot — July 2017–August 2017

- Built an autonomous tape-following toy-grabbing robot in a team of four students.
- Developed and tested 90% of the microcontroller code for the robot, written in C.

Sight Reading Drill Generator — August 2016–January 2017

- Developed a Python script to generate random musical intervals and arbitrary chords in Lilypond, which was adopted by the UBC Chair of Music Theory to generate graded sight-reading quizzes.
- Published the alpha version of an Android app for mobile practice with random intervals.

UBC Prerequisite Tree — April 2016–Present

- Used natural language processing to generate prerequisite trees of UBC courses.
- Developed a Python web crawler to scrape course data from multiple official sources.
- Ported the Python GUI to JavaScript for online access by the general public.