



## Eugene Y. Q. Shen

2nd year Engineering Physics

### Skills

Computer	Electrical	Mechanical	Laboratory	Other
C/C++/Java Python Lisp/Scheme JavaScript MATLAB Unix/Linux	Altium PCB design Soldering Basic circuit analysis Basic circuit debugging Use of circuit elements: resistors, capacitors, etc.	Statics analysis Technical drawings SolidWorks design Manual tools: snips, hole punchers, nibblers, rivet guns	Oscilloscope Multimeter Function generator Analytical balance Error analysis Formal lab writeups	Shorthand First aid Fire extinguisher Fluent Mandarin

### Work Experience

UNIVERSITY OF BRITISH COLUMBIA, VANCOUVER, CANADA

JANUARY 2016–APRIL 2016

UNDERGRADUATE TEACHING ASSISTANT

- Punctually marked over 70 labs every week for an introductory C programming course.
- Created a Python script to automatically display and compile the labs, increasing efficiency by 30%.
- Responsibly invigilated the final exam and responsively responded to questions on an online forum, despite being the only first-year student among mostly graduate teaching assistants.

### Technical Projects

UBC PREREQUISITE TREE (REQ)

APRIL 2016–PRESENT

- Developed a Python application to generate prerequisite trees for university courses.
- Scripted a Python web crawler to obtain multiple official sources of prerequisite data.
- Designed an algorithm to translate natural language prerequisite statements into a dependency tree.
- Currently working on porting GUI from Tcl/Tk to JavaScript.

SIGHT READING DRILL GENERATOR (KANON)

AUGUST 2016–PRESENT

- Developed a Python script to generate random musical interval and arbitrary chord reading drills.
- Designed an input structure to customize allowed notes, allowed chords, and clef range limits.
- Developed an Android app to generate random intervals for mobile practice and immediate feedback.
- Persuaded the UBC Chair of Music Theory to use the script for graded quizzes in music classes.
- Currently working on preparing the app for release on Google Play.

DUNGEON CRAWLER ROGUELIKE (FTN)

JUNE 2016–JULY 2016

- Developed a simple roguelike game in C, with basic item types, inventory management, and AI.
- Designed a general data structure to represent all objects, including items, players, and terrain.
- Currently on hold while researching algorithms to generate random maps.

UBC ORBIT COMMUNICATIONS SUBTEAM

SEPTEMBER 2015–APRIL 2016

- In a subteam of 5, designed in Altium the PCB for the satellite communications system.
- Applied RF equations to determine optimal characteristics for integrated circuit selection.
- Soldered, baked, and debugged PCBs from various other subteams.

## RESEARCH EXPERIENCE PROGRAM

NOVEMBER 2015–MARCH 2016

- Researched ice nucleation with a partner using scientific journals with guidance from a grad student.
- Gave an engaging poster presentation at the Multidisciplinary Undergraduate Research Conference.

## POLYTOPE VISUALIZER (TSUKIYO)

SEPTEMBER 2015–FEBRUARY 2016

- Developed a Python application to display 3D polyhedra and 4D polytopes.
- Used Tkinter, a Tcl/Tk package for Python, to manage the GUI buttons and canvas drawing.
- Parsed Wythoff and Schlafli symbols to create over 60 uniform polyhedra and all regular polytopes.
- Independently discovered all 3D and 4D rotation and camera movement algorithms used.

## Volunteer Experience

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### CANADIAN RED CROSS SOCIETY, VANCOUVER, CANADA

AUGUST 2014–DECEMBER 2015

#### FRONT DESK VOLUNTEER

- Volunteered at the Vancouver Depot for the Health Equipment Loan Program almost every week.
- Diligently received clients at the front desk for over 200 hours in total.
- Created a standardized inventory labelling system by reorganizing equipment and printing labels.
- Simultaneously keyed in loan data, processed donations, retrieved equipment, and responded to calls.

### GUARA HARI KARMA FREE MEALS, VANCOUVER, CANADA

JULY 2014–MARCH 2015

#### LUNCH SERVER

- Served free vegetarian lunches to the public in a drop-in centre in the Vancouver Eastside.
- Proactively bagged donated bread and gave away perishable donated pastries when available.
- Simultaneously washed dishes, wiped tables, mopped floors, and threw out the trash after lunch.

### LEARNING BUDDIES NETWORK, VANCOUVER, CANADA

SEPTEMBER 2013–APRIL 2014

#### MATH TUTOR

- Tutored math to two struggling elementary school students for four months each.
- Created interactive math games and assigned personalized homework exercises.
- Substantially increased their scores between pre-test and post-test.

## Education and Awards

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### UNIVERSITY OF BRITISH COLUMBIA, VANCOUVER, CANADA

SEPTEMBER 2015–PRESENT

- Faculty of Applied Science, Second Year Engineering Physics; 93% cumulative GPA.

### 2ND IN DIVISION TWO, ACM-ICPC PACIFIC NORTHWEST REGIONALS

NOVEMBER 2015

- Used Python and C++ in a team of 3 UBC students for this algorithmic programming competition.

### R. A. PYKE MATHEMATICS MEMORIAL SCHOLARSHIP, SIR WINSTON CHURCHILL

JUNE 2015

### 4TH IN ROUND ONE, NORTH AMERICAN COMPUTATIONAL LINGUISTICS OLYMPIAD

MARCH 2015

### ASSOCIATE DIPLOMA FOR PIANO PERFORMANCE, ROYAL CONSERVATORY OF MUSIC

AUGUST 2014

### 2ND IN THE WESTERN DIVISION, CANADIAN COMPUTING COMPETITION

JANUARY 2014