Chongmin Bai

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EDUCATION

University of Toronto Scarborough — Scarborough, Ontario

Co-op Software Engineering Specialist, GPA: 3.50/4.00, Third Year — Sept 2018–Current

- University of Toronto Entrance Scholarship Award
- 2019 Dean's List
- Expected Graduation Year: 2023

EXPERIENCE

Software Developer Intern — Toronto, Ontario

Veeva Systems – Rim Vault — Aug 2021 - Current

- Maintained and developed Back-end Code for an Internal web application for regulatory submissions used by **40+** life science company users, built using **Java** and **Spring**.
- Created **Junit** Testing in our code resulting in increased confidence in production-ready code and fewer uncaught bugs

Security Automation Developer Intern — Toronto, Ontario

Fleet Complete – (Primes) Security DevOps Team — December 2019 - Aug 2020

- Created an automated Web UI test using Cypress, WebdriverIO, Selenium, Cucumber Mocha and Chai.
- Created an automated mobile UI test using Appium, Android Studio, Cucumber and Node JS.
- Integrated CI/CD with Slack and Jenkins. Allowing Jenkins job to be triggered by slash commands.
- Created Bash/shell scripts that worked as build triggers for tests.

SKILLS

- React/Node JS | Java | Spring | Selenium
- Cypress | Appium | AWS | CI/CD
- Restful API | Git | Shell Script | OOP
- Cucumber | Mocha/Chai | Jenkins

LANGUAGES

- **Java** ● ● ● ● ●
- **Python** ● ● ● ● ●
- **JavaScript** ● ● ● ● ○
- **C** ● ● ● ● ○

PROJECTS

- **Pawsup (Full Stack App):** — Aug 2021 - Nov 2021

  https://cscc01-pawsup.herokuapp.com/

  - Pawsup is a **PWA** (Progressive Web Application) which functions as an "Airbnb for pets", with features that facilitates interactions between pet owners and pet service providers.
  - Worked in a team of 7 to Design and Implement a Full Stack Application using **React**, **Node**, **Express** and **Postgres**.
  - Worked as **Scrum Master**, conducting weekly stand ups, ensuring everyone to finish their work.

- **Sokoban(Pygame):** — Sept 2020 - Oct 2020

  https://github.com/Jonathan0137/Sokoban

  - Created a Sokoban game with basic movement, collision, menu, and sound effects
  - Worked in a two man team, performed daily standups to meet requirements listed in the backlog