Chongmin Bai

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EDUCATION

University of Toronto Scarborough

Co-op Software Engineering Specialist, GPA: 3.50/4.00

- University of Toronto Entrance Scholarship Award
- 2019 Dean's List

Scarborough, Ontario Sept 2018–Current

EXPERIENCE

Software Developer Intern

Toronto, Ontario Sept 2021 - Current

Veeva Systems - Rim Vault Submission, Submission Archive

- Developed Java Back-end code for Dispatching Global Content plan, which distributes global submission content to regional/local affiliates each with specific requirements. Automated the processes to create and maintain local content plan which saves countless repetitive work needed to copy the master dossier to each of the local submissions one at a time.
- 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 LANGUAGES

•	React/Node JS		Java Spring		Selenium
•	Cypress	Appium	AWS	CI/	$\overline{\text{CD}}$

- Restful API Git Shell Script OOP
- Cucumber Mocha/Chai Jenkins

- Java
- Python
- JavaScript
- C

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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 as Scrum Masterin a team of 7 to Design and Implement a Full Stack Application using React,
 Node, Express and Postgres.

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