

Timothy Chan

222 Elm Street, Apt 305, Toronto, ON M5T 1K5 • 647 919 0216 • timmy.chan@mail.utoronto.ca
<http://timothychan.me> • <https://ca.linkedin.com/in/timmychan>

EDUCATION

Bachelor of Applied Science – Computer Engineering, 3rd Year **Sept 2013 – Present**

Minor: Engineering Business

University of Toronto

Relevant Courses: Algorithms & Data Structures, Intro to Database, Computer Networks

TECHNICAL SKILLS

Programming: C, C++, Python, SQL, MATLAB, Github, Git, SVN, UNIX System, HTML, CSS

Operating Systems: Windows, Linux, iOS

EMPLOYMENT AND WORK EXPERIENCE

Project Trainee, **Perception Digital Ltd.**, Hong Kong, China **June 2015 – Sept 2015**

- Responsible for **technology researching, product testing and assisting app UI designing**
- Aided in development of a heart rate detecting headphone
- Collaborated with a group of employees with different backgrounds to design gadgets and wearables

Webmaster and Marketing Manager, **U of T Engineering Stores** **Sept 2014 – Present**

- Developed and managed a website using **HTML** and **CSS** for promoting engineering themed products
- Worked with a diverse team of employees to promote engineering products in a fast paced environment

ENGINEERING PROJECTS

Designer and Programmer, **Android Application Project**, Personal Project **Summer 2015**

- Applied knowledge on **Java** and **Android SDK** to develop a interactive talking app that could register information provided by the users, and generate relative responses

Co-founder, **Unicubs Website Project**, Personal Project **Summer 2015 – Present**

- Collaborated with two other founders to design and produce an interactive website using **HTML** and **CSS** coding, allowing students and faculty members to share school events information

Designer and Programmer, **Geographic Information Systems Project**, U of T **Spring 2015**

- Teamed up with two other students to design and program a useable map system for navigating the city of Toronto using **C++** and **SVN**.
- Ranked 11 out of over 100 teams as a result of an effective design using **Greedy and Dijkstra algorithm**

Programmer, **Sudoku Game Project**, U of T **Fall 2013**

- Designed and programmed a 2 player Sudoku-like game with limited instructions using **Python**

AFFILIATIONS AND VOLUNTEER

University of Toronto **ECE Ambassador** **Sept 2015 – Present**

Member, **University of Toronto Engineering Toastmasters** **Sept – Dec 2015**

Participant in **Ontario Engineering Competition** **Jan 2015**

Participant in the Entrepreneurship Hatchery's Accelerator Weekend Competition **Jan 2014**

Percussionist at Conference of Independent Schools of Ontario Music Festival **Feb 2012, 2013**

AWARDS AND ACCOMPLISHMENTS

First Place in the University of Toronto Engineering Competition – Junior Design **Jan 2015**

First Place in the Rotman Commerce Beyond Business Social Venture Challenge #2 **Mar 2014**

Dean's Honours List **Jan 2014, Sept 2015**