

HeYue Chen

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SUMMARY OF QUALIFICATIONS

- Languages: **C/C++/C#, Nodejs, Bash Script, HTML & CSS**
- Tools/Frameworks: **Angular2, Bootstrap, Docker, Git, Jasmine, MongoDB, SQL**
- Familiar with OOP designs and patterns, worked mostly with C++
- Knowledge of common data structures and algorithms
- Experience with Unity3D and Phaser for game development

WORK EXPERIENCE

Index Exchange

North York, ON

Software Engineer Co-op

January 2017 – April 2017

- Worked in a team to build a Single Page Application from scratch with Angular 2
- Worked with Git, MongoDB, Docker, Karma, and Jasmine as a part of the development process
- Participated in meetings and discussions regarding component and system design
- Helped with adding features to an existing application built with Angular 1

SchoolMessenger

Toronto, ON

Web Analyst

May 2016 – September 2016

- Made webpages in a given development environment based on the clients' old websites
- Used tools such as iMacros to automate and optimize parts of the work process
- Revised and edited other team members' work
- Helped with miscellaneous side tasks while waiting for new migration projects

PROJECT

- CC3K, C++
 - A text-based dungeon crawler game where the player can battle monsters, collect gold, and use potions. The goal of the game is to get to the stairs on the 5th floor
 - The game can read a pre-populated map or an empty map and randomly populated it with monsters and items
- Falling Fox Game, Unity 3D + C#
 - A game where the player controls a fox and tries to not fall to the bottom by landing on boards with different functionalities
- Snake Game, Phaser + JavaScript
 - The classic snake game implemented with Phaser in JavaScript