

HeYue Chen

2A Computer Science, University of Waterloo

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SUMMARY OF QUALIFICATIONS

- Programming languages: **C/C#, Java, Python, Visual Basic, HTML & CSS**
- Experience with Unity3D for game development
- Familiar with data structures like Linked List, Stack, Binary Search Tree and Queue
- Ability to work independently as well as working in teams

WORK EXPERIENCE

Web Analyst, SchoolMessenger, Toronto, ON, May 2016 – September 2016

- Migrating contents from the clients' old website onto the new websites that SchoolMessenger built.
- Using tools such as iMacros, Sublime Text, and Cygwin to automate and optimize parts of the work process.
- Revising and editing other team members' work.
- Helping with miscellaneous side tasks while waiting for new migration projects.

PERSONAL PROJECT

- Falling Fox Game, C#, github.com/Kiwi137/Falling-Fox-Game
 - Implemented code and graphic design (Unity 3D & Photoshop) to create an arcade style game that simulated movement of a fox among different boards

EDUCATION

Candidate for Bachelor in Computer Science,

University of Waterloo, Waterloo, ON, 2015 – present,

Relevant Courses:

- Designing Functional Programs
- Elementary Algorithm Design and Data Abstraction
- Logic and Computation
- Object-Oriented Software Development (current)

Scholarship:

- President's Scholarship of Distinction
 - High school average above 90%