

# HeYue Chen

2A Computer Science, University of Waterloo

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## SUMMARY OF QUALIFICATIONS

- Familiar with: **C/C++/C#, Python, Base Script, Java, 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

- Making webpages in a given development environment based on the clients' old websites
- 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#, [kiwi137.github.io/Falling%20Fox%20Game/index.html](http://kiwi137.github.io/Falling%20Fox%20Game/index.html)
  - 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%