Sean Chen

Computer Engineering Student

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Education

University of Waterloo
September 2019 - Present

Skills

Programming:
C++ Java Python
HTML CSS Javascript

Tools:
Git VSCode JetBrains
NodeJS MongoDB MySQL

Frameworks:
Express React Bootstrap

Design:
Illustrator Photoshop InDesign
AfterEffects Figma
Blender Fusion 360

Language

English	(Fluent)
Mandarin	(Fluent)
French	(Intermediate)

Interests

- Animation & Video Editing
- 3D Printing
- Arduinos
- Competitive Swimming!

Projects

YelpCamp
- Created and deployed an Airbnb Style website for campsites on **Heroku**
- Utilized **Express** and **RESTful API** to coherently combine **HTML** with **NodeJS**
- Exercised authentication properties with **Passport API** and stored user data within **MongoDB**

ReYahtzee!
- Re-visualized an old time classic board game with the **React** framework
- Modularized program with **parent-child** component relationships
- Constructed score keeping algorithms with classes in **JS**

Survive!
- **Java** based 2D third person dungeon survival game
- Implemented fundamental **Object Oriented Programming** techniques to maintain modularity.
- Utilized **Swing** library to apply textures and GUI
- Illustrated and edited resources within **Adobe Illustrator** and **Photoshop**

Project Ore
- Created a 2D animation in **After Effects** for a conceptual device that can project ideas into reality
- Developed a process booklet which includes mockups, sketches, inspiration's, and final product

Experience/Achievements

Cyber Arts Graduate
📍 **Don Mills Collegiate Institute**
📅 September 2015 - June 2019

- Graduated from an integrated digital arts program with 4 years of experience with the **Adobe Suite**
- Developed proficiency in visual arts, principles of design, and colour theory

The Web Developer Boot Camp
📍 **Toronto**
📅 March 2020 - June 2020
- Completed a web developer course with a certification of completion