Sean Chen
Computer Engineering Student

✉ w356chen@edu.uwaterloo.ca   ☎ (647)636-0318

seanchen0818

seanchen0818.me

Seanlebonne

Projects

Survive!
- **Java** based single player survival game utilising basic **OOP** concepts and **Swing** for graphical implementation
- Resources designed in **Illustrator** and **Photoshop**

Personal Website
- Designed using **Adobe XD**, with elements created in **Adobe Illustrator**
- Utilized **Git** for version control, and **HTML** and **CSS** to graphically implement elements to webpage

Shooter Brawl
- Developed two player shooter/fighter game utilizing basic fundamentals of programming
- Implemented elements from **Pygame** library to create application window and sprites

Relevant Experience

VEX Robotics 2505A Engineer
📍 **Don Mills Collegiate Institute**
📅 September 2017 - June 2019
- Built a variety of mechanisms for 2505 robot such as the frame, arm, and lift
- Robot competed in the VEX Robotics Competition
- Achieved 2nd highest autonomous score

Summer Camp Instructor
📍 **Youth International Culture and Education Organization**
📅 July 2019 - August 2019
- Taught art, math and a variety of courses to children between the ages of 6 - 14.
- Collaborated with other teachers to construct a curriculum for students

Skills

Languages: C++, Java, Python, HTML, CSS, Javascript
Tools: Git, Jira, Ecllipse, VSCode, Jetbrains
Design: Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, Adobe XD, Blender

Education

University of Waterloo
September 2019 - Present
- Candidate for bachelor of applied science

Relevant courses:
- Introduction to programming in C++

Don Mills Collegiate Institute
September 2015 - June 2019
- Don Mills CyberArts: Integrated arts and communications program.

Achievements
- Academic representative for 1B term - 2020
- Ontario Science Centre climate change presenter
- Medalist for provincial level swimming competition

Interests
- Artificial Intelligence
- Competitive fighting video games
- Swimming!