

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 a separate **Javascript** file

Survive!

- **Java** based 2D 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**

LightsOut

- Developed a game based on the board game utilizing the **React** framework
- Learned how to efficiently control component properties and states
- Applied **CSS** styling to components using industry standards

Experience/Achievements

Cyber Arts Graduate

📍 Don Mills Collegiate Institute

📅 September 2015 - June 2019

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

The Web Developer Boot Camp

📍 Toronto

📅 March 2020 - June 2020

- Completed a web developer course with a certification of completion