SEAN CHEN

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TECHNICAL SKILLS

Languages: Java, Python, C, C++, HTML, CSS, JavaScript, TypeScript, SQL
Libraries/Frameworks: React, Express, Electron, Bootstrap, Jest, Puppeteer
Other: Git, Perforce, Linux, GitHub, JetBrains, VScode, Adobe Suite, MongoDB, Node

EXPERIENCE

Maplesoft   **January 2021 – April 2021**
Quality Assurance and Software Tester   *Waterloo, ON*

- Developed automated unit and integration tests within **Typescript** using the **Puppeteer API** alongside the **Jest** testing framework for custom web components utilized by Maplesoft's modelling and simulation software MapleSim
- Remodelled main test page to graphically separate common function tests and visual web component tests using **Typescript** and **CSS**
- Reconfigured front-end web components within the **Electron** framework based on bugs found within automated test results
- Ran test suites using custom **npm scripts** and underwent code reviews for test files before submitting them to the **Perforce** version control system

PROJECTS

YelpCamp | *Javacript, Express, MongoDB, Node*

- Developed a web application for users to review campsites with custom user authentication, comments, and image uploading features
- Utilized **Express** and **RESTful API** to coherently combine **HTML** and **NodeJS**
- Exercised authentication properties with **Passport API** and stored user data within **MongoDB Atlas**

ReYahtzee! | *React, JavaScript, CSS*

- 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 seperate **JavaScript** file

Survive | *Java, Eclipse, Swing*

- A 2D survival game created in **Java**. Features include tile-based graphics, round-to-round mob spawning, 360 degree projectile shooting, and a camera tracking the player around the map
- Implemented fundamental Object Oriented Programming techniques to maintain modularity.
- Utilized **Swing** library to create GUI and apply textures via a tile-map
- Illustrated and edited graphical resources within **Adobe Illustrator** and **Photoshop**

LightsOut | *React, JavaScript, CSS*

- Developed an application 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

CERTIFICATIONS

CyberArts Graduate   **Sep 2015 – June 2019**
Toronto, ON

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

Colt Steel's Web Developer Bootcamp   **March 2020 – May 2020**
Udemy

- Completed a 40 hour long web developer course with a certification of completion
- Learned fundamental web developer skills through various projects and quizzes culminating towards the YelpCamp Project

EDUCATION

University of Waterloo   **Sep 2019 – Present**
Bachelor of Science in Computer Engineering   *Waterloo, ON*