

SEAN CHEN

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TECHNICAL SKILLS

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

EXPERIENCE

Uptake

September 2021 – December 2021

Full Stack Developer

Mississauga, ON

- Used **C#** and **.Net Framework** to create new interfaces to gather log information from quotes retrieved by the **CAT API** and reduced the technical debt for the iMacs application refactoring over **1000+ lines of code** by separating core functionalities into separate projects and creating unit tests.
- Created bridge endpoints and wrote tests in **Typescript** using **NestJS** and **Jest** for store procedure calls by the bridge client ensuring a secure middle layer for future backend calls within the SQL database.
- Developed **SQL migration scripts** to add missing/new functionalities for applications used by many dealers, cleaned outdated data tables, and improved multiple features of the front-end user interface.

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

PROJECTS

YelpCamp | JavaScript, 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**

Multi-threaded PNG-Crawler | C, cURL, pthread

- An application developed in C using shared memory and concurrency concepts used to crawl a web server for PNG slices and concatenate them together
- Developed multiple single thread renditions using shared memory and processes applying the producer-consumer solution using **semaphores**, and **multi-cURL** as well

Automatic Door | C, proteus, MCU

- Prototyped the hardware and software components for an ultrasonic object detection module for an automatic door
- Created using a STM32F401RE MCU with features such as a configurable user interface LCD screen displaying door speeds and fallback collision switches in the case of emergencies

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 such as classes, interfaces, and inheritance to maintain modularity

CERTIFICATIONS

Cyber Arts Graduate

Sep 2015 – 2019

Don Mills Collegiate Institute

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 to detail

EDUCATION

University of Waterloo

Sep 2019 – Present

Bachelor of Science in Computer Engineering

Waterloo, ON

- Relevant Courses:** Systems Program Concurrency, Digital Computers, Probability Theory and Statistics, and Algorithms and Data Structures