

Tok Lam (Toryn) Chua

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EDUCATION

University of Toronto

Bachelors of Science in Computer Science

- Arts and Science Internship Program (Co-op)
- **Related Coursework:** Foundations of Comp Sci I, Foundations of Comp Sci II, Java Software Design, Probability and Statistics, Data Structures and Analysis, C Systems Programming, Computer Organization

Toronto, Canada

Sep 2023 - May 2027

EXPERIENCE

Fable Social

Software Engineering Intern

- Contributing to the development of new features such as Study Buddy, UX improvements, a Recommendation Engine.
- Collaborating with the team to define and design new product features.
- Assisting in planning and researching technical solutions for platform enhancements.

Toronto, Canada

Feb 2025 - Present

University of Toronto Student Research Initiative

Director of Technology & Software Developer

- Contributing to the initial website development planning, researching technologies and structuring project goals.
- Assisting in evaluating potential tech stacks for future implementation.
- Provided technical support during events, troubleshooting IT issues and assisting fellow executive members with setup and maintenance.

Toronto, Canada

Feb 2025 - Present

ECENTRA SDN. BHD.

Information Technology Intern

- Executed comprehensive unit testing to identify and document over 50 website errors, improving functionality.
- Resolved over 50 IT issues for colleagues, including software installations and network troubleshooting.
- Provided timely effective customer service to over 100 clients, addressing technical queries and resolving issues within 24 hours on average, achieving a 95% satisfaction rate.
- Effectively communicated with both business users and technical colleagues to address issues and provide solutions.

Kuala Lumpur, Malaysia

May 2024 - July 2024

EXTRA-CURRICULARS

University of Toronto Computer Science Student Union

Peer Mentor

- Providing mentorship to a student in balancing academics, internships and well-being with effective communication

Toronto, Canada

Oct 2024 - Present

University of Toronto Malaysian Singaporean Student Association

Media Director

- Developed visually engaging materials for events using Canva, resulting in a 30% increase in event visibility.
- Planned and created a promotional video on Instagram for an event, which garnered over 2,000 views and increased the association's account growth by 30%.
- Played a pivotal role in enhancing collaboration efforts between the association and external organizations, such as TalentCorp Malaysia, to strengthen community ties.

Toronto, Canada

May 2024 - Present

PROJECTS

COBweb

Project Submission for UoftHacks 2025

- Developed an interactive web app using **React, Node.js, HTML, CSS & Javascript** in 36 hours. Integrating the **Gemini API** for topic prediction via **prompt engineering**.
- Implemented **React Flow** for dynamic physics-based simulations and animations, allowing users to interact with topic bubbles.
- Users are able to input an article link or topic, generating AI-curated bubbles with relevant subjects, which can be refined by selecting related or alternative topics, generating more bubbles containing the article topic and link.

Toronto, Canada

Jan 2025

Bill Splitter

Project Associated with CSC207 Coursework

- Built a **Java** program to automate bill splitting among users, featuring a **Swing** UI designed with Figma
- Implemented OCR elements using the **Veryfi API** to enable receipt scanning and bill-splitting functionality.
- Conducted rigorous unit and integration testing to validate accurate parsing, assignment, and payment calculations.
- Collaborated with teammates using **Git** for version control to manage project contributions.

Toronto, Canada

Nov 2024 - Dec 2024

Predict and Contain

Project Submission for NewHacks 2024

- Built a predictive simulation in **Python** to model wildfire spread across a grid based map in 24 hours.
- Effective forecasting of fire reach and containment timelines were designed to be based on environmental conditions.
- **Matplotlib** was used to accurately visualize the spread of fire and simulate the spread in real time.

Toronto, Canada

Oct 2024

Top-down shooter video game

Project Submission for A-level NEA

- Designed and created a top down shooter video game in **Python** which employs the usage of **Pygame**.
- Integrated a relational database using **SQLite** to keep track of user information and **Tkinter** for creating a robust UI.

Kuala Lumpur, Malaysia

Oct 2022 - Mar 2023

SKILLS

Programming Languages: Python, R, Java, HTML/CSS, React, Node.js, Javascript, C

Technologies: Pytest, Watchdog, Pygame, Tkinter, GitHub/Git, Matplotlib, Java Swing, Figma, React Flow, SQLite, API

Other Skills: Communication, Problem Solving, Adaptability, Team Collaboration, Word, Excel, Powerpoint, Critical Thinking

Languages: English (Fluent), Mandarin (Intermediate), Malay (Intermediate), Cantonese (Beginner)