

(Jerry) Yuan Chen

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Education

University of Western Ontario | Expected BSc Computer Science (Sept 2015 - May 2019) 3.3 GPA

- Expected minors in High Performance Computing and General English.
- Courses: Discrete Structures, Data Structures and Algorithms, Programming Languages, Systems Programming, Applied Logic, Computer Architecture.

Employment

Software Developer Intern at Skyinquire/Cross Technologies (2016 May - September) crossnow.io

Ionic, Angularjs, Google App Engine (Python), HTML, CSS (Stylus), JavaScript

- I helped to develop a mobile app using the Ionic framework (AngularJS) for both iOS and Android.
- I participated in meetings to contribute to app design, added app functionality (e.g. instant messaging, user login, user data) through the Ionic framework and Google App Engine, and executed QA testing on the Android and iOS platforms until both initial launches.

Experience

Nspire Web Development Team (September 2016 - present)

- I worked with a team to rehaul and implement an integrated website system for the Nspire student organization and its related events.

Western Founders Network Education Executive (September 2016 - present)

- I collaborated with other education executives to plan tutorial sessions and projects for members.

Projects

OGIB (for Collaborative Ideas) (2016 April - present) collaborativeideas.ca/ogib/ *Python (beautifulsoup4),*

MySQL

- An online resource consisting of Ontario's open online government data.
- I worked with a team to reverse-engineer ontario government websites and develop a web-scraping backend and manage a database interface.

Smooove (2016 August) *Express, Node, Angular, HTML, CSS, Indico Machine Learning API, Bing News API, Glyph*

API

- A web application created at Hack the 6ix 2016, which analyzes tweets and provide conversation suggestions.
- I worked with Twitter, Bing, and Indico APIs and AngularJS to process and present the analyzed conversation data.

Planet Jumper VR & Solarpool (2016 March, May) *Unity 5 (C#), Oculus Utilities for Unity 5,*

- A VR experience and game developed at N-hacks 2016 TOjam 2016 respectively. I used the Unity Oculus SDK and wrote scripts in C# to set up a scene of the solar system, allowing players to navigate between planets by gazing at them. Revised later to resemble solar system themed billiards.

Recognition

HackuWeather Top-4 Finalist (September 2016)

- A hackathon based on using the AccuWeather API. I developed a web-app with AngularJS, suggesting different activities based on conditions, and providing chat and map functionality.

HackWestern3 Best Use of Public API Data (October 2016)

- A website using collected data from open neighbourhood statistics and queried yelp reviews to recommend potential neighbourhoods to homebuyers. I developed the front-end using Angularjs and Google Maps API.

Skills

Technical Languages: Java, Javascript, Python, HTML, CSS (+ Stylus)

Spoken Languages: English, French, Mandarin

Tools, Frameworks, Libraries: Angularjs, Ionic, Nodejs, Express, CouchDB, Unity 5, Google App Engine (python), MySQL Git