

(Jerry) Yuan Chen

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Education

University of Western Ontario – BSc Major in Computer Science

Expected May 2019

- Minor in General English
- Relevant Courses: Networks, Analysis of Algorithms, Operating Systems, Distributed & Parallel Systems

Experience

Software Developer Intern at Human eSources – Remote

May 2017 – August 2017

- Handled bugs and functional tests with the Symfony framework and Selenium, in preparation for a major release. (PHP)

Research Assistant at BGNLab (Wilfrid Laurier University) – Brantford, ON

May 2017 – August 2017

- Rapidly prototyped two games over 12 weeks to study impact on player behaviour towards climate change
- Led interface and minigame development as well as the build/deployment process. (Construct 2, XML, JavaScript)

Software Developer Intern at Crossnow – Toronto, ON

May 2016 – August 2016

- Used Ionic and Google App Engine over 4 months through app conception, development, QA, and launch
- Developed and tested key features such as instant messaging and login flow for Android and iOS. (Python, JavaScript)

Projects

Bloom

November 2017

- Programmed animal pathing, server-client networking, and general game logic using ExpressJS, Socket.IO, and BabylonJS for this cooperative online multiplayer gardening experience. Created at HackWestern4. (JavaScript)

Capacity

April 2017

- Developed the VueJS front-end with Google Places API, allowing users to report and view capacities of various locations on a map. Created for a software-engineering course project. (JavaScript)

MeSee

October 2016

- Wrote the AngularJS front-end with Google Maps API to display analysed public data and suggest neighbourhoods on an interactive map. Created at HackWestern3. (JavaScript)

Involvement

Nspire Web Development Team

September 2016 – May 2017

- Collaborated to implement a web system for the Nspire student organization and its related events.

Western Founders Network Education Executive

September 2016 – May 2017

- Planned and guided tutorial sessions on topics such as Shopify stores, website building, and JavaScript.

Skills

Frameworks/Libraries: Angularjs, BabylonJS, Socket.IO, Ionic, ExpressJS, VueJS, D3, Bootstrap, Bulma, BS4, Selenium

Tools/Platforms: Google App Engine, Git, Unity 5, Unix, Construct 2

Languages: JavaScript, HTML, CSS, Python, Java, C, PHP

Honours

UofTHacks V Best Game (Ubisoft), HackWestern4 Best Web Game (Big Viking Games), BGNLab Climate Change Game Jam 2017 Finalist, HackuWeather 2016 Finalist (Accuweather), HackWestern3 Best Use of Public API Data (Media Sonar)