# JERRY YUAN CHEN

jerryyuanchen@gmail.com jerryyuanchen.com | github.com/yuanc | linkedin.com/in/jyuanchen/

#### **EDUCATION**

## **University of Western Ontario**

Class of 2020

- BSc Major in Computer Science, Minor in General English
- Relevant Courses: Networks, Analysis of Algorithms, Operating Systems, Software Engineering

### **WORK EXPERIENCE**

**Microsoft** — Software Developer Garage Intern

Summer 2018

- Created a HoloLens mixed-reality app to visualize cancer cells in 3D to accelerate research for BC Cancer
- Designed, developed, and delivered core features in 16 weeks using Unity and C# in MVVM architecture
- Worked with coaches, designers, and PMs in our team of six to plan for sprints and ensure code quality

**Human eSources** — Software Developer Intern

Summer 2017

- Improved app stability by resolving majority of reported bugs through the PHP Symfony framework in preparation for a major release
- Automated regression tests using Selenium to accelerate testing workflow by 6 dev-hours per release

# **BGNlab** (Wilfrid Laurier University) — Research Assistant

Summer 2016

- Rapidly prototyped two games over 12 weeks to study impact on player behavior towards climate change, sponsored by Ontario's Ministry of Environment and Climate Change
- Led interface and minigame development and build/deployment process in Construct 2, XML, and JavaScript

# Cross Now — Software Developer Intern

Summer 2016

- Brought app from conception to development, QA, and finally launch in 4 months using Ionic Framework
- Developed and tested key features such as instant messaging and login flow in a hybrid-app environment for both Android and iOS platforms

## TECHNICAL EXPERIENCE

Threeway Freeway, UofTHacks V Winner of 'Best Game' by Ubisoft

Godot

• Designed initial concept and wrote UI and beat-system for 3-Person local multiplayer rhythm game

**Bloom**, HackWestern4 Winner of 'Best Web Game' by Big Viking Games

BabylonJS, Express, socket.io

• Designed core gameplay and wrote server-side logic using Express and socket.io for an online gardening game with real-time weather

**Capacity** 

VueJS, Express, MongoDB

• Developed the VueJS front-end, including Google Places API integration, for website to allow users to report and view capacities of various venues in London

### LEADERSHIP EXPERIENCE

**Western Founders Network** — *Education Executive* 

2016 - 2017

• Planned and guided tutorials for other students on Shopify stores, website building, and JavaScript

Nspire Web Development Team — Student Developer

2016 - 2017

• Collaborated with other students to implement a web system to host Nspire's web presence and event pages

### **SKILLS & INTERESTS**

Frameworks/Libraries: AngularJS, VueJS, Express, Ionic, D3, Bootstrap, Bulma, Symfony, Selenium

Technical Languages: JavaScript, HTML/CSS, Python, Java, PHP, C#

Tools/Platforms: Git, Unity, Unix, Construct 2

**Interests:** Generative art, musicals, illustration, crocheting, enamel pin collecting