

Rayton Chen

rayton.chen@gmail.com • [+1 \(226\)-350-3240](tel:+12263503240) • [GitHub](#) • [Website](#)

Education

University of Waterloo (Bachelor of Computer Science)

Sept 2023 – Present

- René Descartes National Scholarship (\$20k)
- Cumulative Average: 91.0%

Skills & Technologies

- **Languages:** Java, C/C++, Python, JavaScript, C#, TypeScript, HTML, CSS, Bash
- **Frameworks & Tools:** Git, Docker, AWS, Spring, ASP.NET Core, Angular, Azure, SQLite, Node.js

Experience

Amazon

May 2024 – Aug 2024

Software Development Engineering Intern

Vancouver, BC

- Remodeling an **AWS AppConfig** profile schema and migrating a service managing 7000+ fulfillment centers
- Designing and developing a configuration management app with **JSP** and **Spring MVC** to save 160+ hours annually
- Implementing a scheduling system for planned configuration changes using **AWS EventBridge** and **DynamoDB**

MasseyHacks

Sept 2022 – June 2023

Co-director (23) • Tech Member (22)

Windsor, ON

- Coordinated event details with administration to prepare for 200+ attendees (80% increase)
- Lead the Finance team to secure \$12,000 in funding, exceeding the previous year's total by 25%
- Directed communication and negotiation to purchase 600+ food servings and \$3000 of merchandise
- Lead the Technology team to develop a modern and responsive event website and verification system

Vincent Massey Computer Science Club

Sept 2021 – June 2023

Contest Organizer (22, 23) • Senior Stream Teacher (22)

Windsor, ON

- Taught algorithms and data structures and their applications to 20+ senior members for 20+ total hours
- Organized 7 programming contests with 30+ challenges (created with **Python & C++**) to train 40+ contestants

CodeReach

Oct 2022 – June 2023

Co-director

Windsor, ON

- Directed logistics for a 5-month program that teaches web development to 60 students
- Designed the program curriculum and course projects (**HTML**, **CSS**, **JavaScript**) with the instructors
- Collaborated with Tech team to develop promotional platforms and set up communication systems

Projects

Q&A Platform

- A general-purpose Q&A platform with features such as search, custom filter tags, and LaTeX math notation
- Built with **Angular** for front-end, **ASP.NET Core** for back-end, **SQLite** for storage, **MathJax** for LaTeX rendering

UNO

- Online multiplayer clone of a popular turn-based card game, supports unlimited players and game rooms
- Built with **Node.js** for back-end, **Socket.io** for real-time communication, **HTML/CSS/JS** and **SWAL2** for front-end