Rayton Chen

rayton.chen@gmail.com • +1 (226)-350-3240 • LinkedIn • GitHub • Website

Education

University of Waterloo (Bachelor of Computer Science)   *Sept 2023 – Present*
- René Descartes National Scholarship
- 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 coordinating 200+ fulfillment centers
- Designing and developing a configuration management app with **JSP** and **Spring MVC** to reduce 160+ tickets/year
- 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*
- Coordinated the operation of a free 5-month web development program for 60 middle-school 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 additional functionalities such as search, filter tags, and LaTeX math notation
- Containerized the front-end and back-end using **Docker**, allowing consistent deployments and versatile usage
- Built with **Angular** for dynamic UI, **ASP.NET Core** for highly performant web APIs, **SQLite** for lightweight storage

UNO 🔗
- An online multiplayer clone of a turn-based card game, built with **Node.js** (using Express.js) and **HTML/CSS/JS**
- Implemented real-time communication and interaction between players using **Socket.io** to minimize latency