

# Dominic Chen

Toronto, ON | (647)-534-5985 | [dominic.chen630@gmail.com](mailto:dominic.chen630@gmail.com) | [linkedin.com/in/dominicchen1](https://www.linkedin.com/in/dominicchen1) | [github.com/chen-dominic](https://github.com/chen-dominic)

## TECHNICAL SKILLS

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- Languages: Python, Java, JavaScript, TypeScript, C, Lisp, Bash.
- Technical: HTML5, CSS, Node, React, React Native, Cohere, Bootstrap, Tailwind, JQuery, Next.js, Streamlit.
- Developer Tools: UNIX/Linux, Git/GitHub, Eclipse, VSCode, Figma, Photoshop, Illustrator, Premiere Pro, After Effects.
- Core Skills: Software Development, Web Development, Mobile Development, Game Development, Front-End Development.

## PROJECTS

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### A Trip Down Memory Lane

January 2024

TypeScript | React, CSS, Cohere, Axios, Express.js

- Led frontend development with React and CSS, crafting visually appealing layouts enriched with animations and transitions.
- Leveraged Axios alongside TypeScript for efficient data retrieval and processing from backend API calls.
- Operated with backend developers to establish seamless data exchange protocols, ensuring smooth frontend-backend integration.
- Collaborated with a team of three programmers during UofTHacks 11.

### Smoggle Maps

January 2024

JavaScript | React Native, Google Maps API, Expo Go, XCode, CSS

- Built a mobile application using JavaScript and React Native, incorporating the React Native library and Google Maps API.
- Calculated carbon dioxide emissions for diverse transportation methods and tracks user emission statistics over time frames.
- Utilized Expo Go and XCode throughout the mobile development process.
- Collaborated with a team of three programmers during DeltaHacks X.

### self.translate

April 2023

Python | CSS, Streamlit, OpenAI, Cohere, Google Translate API, OpenCV, MediaPipe, CVZone

- Developed a user-friendly web application using Python and CSS, incorporating Streamlit, OpenAI, Cohere, Google Translate API, OpenCV, MediaPipe, and CVZone.
- Facilitated text translation, lesson plan creation, and sign language detection.
- Collaborated with a team of three programmers during DeerHacks 2023.

### Java Quest

January 2023 - March 2023

Java | Java API

- Created a 2D Adventure Game exclusively using Java's built-in class library.
- Utilized Java's javax.swing, java.awt, java.util, java.io, and javax.sound packages.
- Designed character sprites and tiles to enhance visual appeal and gameplay.
- Implemented collision detection algorithms for realism and immersion.
- Deployed a pathfinding algorithm for entities targeting the player, increasing entertainment and challenge.

## WORK EXPERIENCE

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### Retail Associate and Cashier

May 2023 - Present

Claw World, Toronto ON

- Tailors communication to accommodate customers' language preferences, including English and Cantonese, and performing hands-on demonstrations when necessary.
- Performs detailed data entry, money counting tasks, and analysis of sales data, improving daily sales by 65% and enhanced customer satisfaction by 45%.
- Utilizes the company's database and software to manage and assist with VIP member accounts, demonstrating proficiency in working with customer relationship management systems.

## EDUCATION

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### Bachelors of Science (Honours)

September 2022 - Present (Expected 2027)

Toronto Metropolitan University (Formerly Ryerson University), Toronto ON

- 4.1 / 4.33 Cumulative Grade Point Average.
- Relevant Coursework: Discrete Structures, Software Engineering, Data Structures, Operating Systems, Web Systems Development.