Simon Chen

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EDUCATION

University of Toronto, Honors BSc in Computer Science   **September 2020 - May 2024**
- **GPA:** 3.84; Co-op Computer Science Major, Mathematics Minor.

EXPERIENCE

Software Developer Quality Management Intern, Precisely   **June 2021 – August 2021**
- Integrated automated testing into the Elastic stack by using a **Python** Gitlab workflow to convert Junit, Nunit, and TestNG tests into useable **Elasticsearch** documents.
- Created the CI/CD dashboard for the Spectrum Spatial enterprise product using Kibana.

Software Developer, University of Toronto - Department of CS   **May 2021 – August 2021**
- Worked on the development team for PythonTA, a static analysis error-checking **Python** library used by thousands of undergraduates to find and fix common programming errors.
- Updated documentation and code to more easily be navigated and understood by other developers and to provide a streamlined user experience.
- Updated the error report page design to improve user friendliness and accessibility.

PROJECTS & LEADERSHIP

Executive Member and Designer, UofT Hacks   **June 2021 - Present**
- Collaborating with 25+ executive members to host UofT Hacks, one of the largest student-run hackathons in Canada that attracts 300+ participants annually.
- Creating sponsorship packages and website designs as part of the Design team.
- Designing themes friendly to new and experienced hackers alike and ensuring theme consistency.

Notepool, RU Hacks 2021 Hackathon Project   **April 2021**
- Worked on team of 4 to create a file-sharing platform in 48 hours using the **MERN stack** (MongoDB, Express, React, Node), **Figma**, and **Google Cloud services** (including Storage and Vision).
- Placed in the **top 25** out of 570+ participants and 140+ submissions.

Decay, Horror Game Project   **January 2021**
- Created a horror video game using **C#** and the Unity game engine.
- Managed a development team digitally and maintained a codebase using Unity Collaborate.
- Gained over **200,000+** impressions and 500+ downloads.

Adventures in Science Member, University of Toronto Mississauga   **January 2019 – June 2019**
- Selected as one of 40+ high school students to participate in the 2019 Adventures in Science program.
- Over the course of 5 months, prepared, researched, and conducted a hands-on experiment in a group of 4 members to share with and excite over **50+** elementary school students about science and STEM.

SKILLS

Programming Languages: Python, C#, HTML, CSS, Javascript, Java
Frameworks/Libraries: React, Sass, Node, Flask, AR Core
Other: Git, GitHub, Gitlab, Firebase, Unity, Google Cloud Platform, Figma

AWARDS

1st place - MLH Pride Hacks 2021: Won 1st overall and Best Pride Hack out of 186 participants.
3rd place - MLH Surfs Up Hacks 2021: Won 3rd overall out of 322 participants and 79 submissions.
A&S Dean's List Scholar 2020 – 2021: Awarded to students with high academic performance, achieving a 3.5+ GPA with 5.0 FCE credits.
Top 25 - RU Hacks 2021 Hackathon: Placed top 25 overall out of 577 participants and 143 submissions.