

# Simon Chen

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## EDUCATION

**University of Toronto St. George, HBS in Computer Science**

**September 2020 - May 2024**

- Currently upholding a CGPA of 3.84; Computer Science Specialist with Mathematics Minor.

## SKILLS

**Programming Languages:** HTML, CSS, Javascript, Python, C#, Java

**Frameworks/Libraries:** React, Sass, Node, Express, Pygame, Plotly

**Other:** Firestore, Firebase Authentication, Unity3D, Google Cloud Platform, Figma

## EXPERIENCE

**Open-Source Software Developer, University of Toronto**

**May 2021 - Present**

- Developed for PythonTA as part of the official development team as part of a larger team of 12 members. PythonTA is a static analysis error-checking **Python** library used by thousands of undergraduates at the university to help find and fix common programming errors.

## PROJECTS

**Speaksmart, TO Hacks 2021 Hackathon Project**

**May 2021**

- Developed a platform in 24 hours which aggregated relevant links from keywords using **React**, **Sass**, **Firebase**, the Wikipedia API, and designing previews in **Figma**.

**Notepool, RU Hacks 2021 Hackathon Project**

**April 2021**

- Created a file-sharing platform in 48 hours by working in a team of 4 developers using the **MERN stack** (MongoDB, Express, React, Node), **Figma**, and **Google Cloud services** like Storage and Vision.
- Placed the **top 25** hacks overall of over 140+ submissions and 570+ participants.

**Decay, One-Week Game Jam**

**January 2021**

- Created a video game in 7 days using **C#** and the **Unity** game engine.
- Managed in a small development team digitally using the Unity Collaborate version control system.
- Gained over **180,000+** impressions and 500+ downloads through its share on social media.

**Endangered Species Predictor, CSC110 Environmental Awareness Project**

**December 2020**

- Modeled the predicted endangered status of over **30,000+** endangered species on the Red List by using multi-variable regression models written in the **Python** programming language.
- Created an interactive GUI and graphical models using the Pygame, Scikit, and Plotly libraries.
- Managed in a team of 3 of developers digitally using the **Git** version control system.

**IMnotDB, FraserHacks 2019 Hackathon Project**

**December 2019**

- Created a movie review web app that searches from over **22,000+** reviews implemented using **HTML**, **CSS**, **Javascript**, **ReactJS**, and the NYT movie review API in a team of 3 developers.

**One Knife Ninja, GMTK 2019 48-Hour Game Jam**

**August 2019**

- Created a video game in 48 hours using **C#** and the **Unity** game engine which got ranked overall in the **top 17%** out of 2596 entries and getting a total of 25 public ratings.
- Ranked in the **top 8%** and in the **top 15%** in the Theme and Design categories, respectively.

## AWARDS & LEADERSHIP

**RU Hacks 2021 Hackathon Winner:** Won two hackathon categories by creating a project that placed in the **top 25** hacks overall of over 140+ submissions and 570+ participants.

**Honours Standing Achievement, Woodlands Secondary School:** Awarded to students for achieving a 90% grade average or above in the academic year.