Hello Equinix Recruitment Team,

My name is Simon Chen, and I am interested in your Summer 2021 Software Engineering Internship position. I am a Computer Science student at the University of Toronto currently holding a 3.7 GPA and seeking my first substantial internship experience. I think I would be a good fit for this team as I am not only very passionate about computer science, but I enjoy taking on unique and interesting projects which can be demonstrated through the various projects I have completed and competitions I have participated in. In addition, through these projects, I have worked with problems such as data structures, complex algorithms, software design, web design, and time/space complexity, which are very applicable to the development of software in the real world. I would like to use this opportunity to extend my knowledge of development by learning how software and its development works at the industry level. My full resume is attached below, and I am available for an interview at any time during the day. I hope to hear back soon, and I am looking forward to working with the Equinix team.

Sincerely, Simon

Simon Chen

simonchen.sc.2002@gmail.com
Github Profile
LinkedIn Profile

EDUCATION

University of Toronto St. George, HBSc in Computer Science **May 2024**

- Currently upholding a CGPA of 3.7; Computer Science Specialist with Mathematics Minor.

SKILLS

Programming and Software

- Proficient in **Python**, **C#**, and **Java** with a solid understanding of Object-Oriented Programming.
- Able to collaborate effectively on projects using **GitHub** and the **Git** version control system.

PROJECTS & EXPERIENCE

DataStructureUCO, Open-Source Public Repository Project **March 2021 - Present**

- Fully implemented over **9+** unique data structure classes from scratch using **Python** to better understand and further extend knowledge of data structures and algorithms.
- Created and managed a public open-source **GitHub** repository with over **3+** contributors.

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 **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.

Descend, IDC3O0 Long-Term Personal Project **January - June 2019**

- Created and executed a 5-month long development project to produce a dungeon crawler game using **C#**, Unity, and the implementation of a Software Development Life Cycle (**SDLC**) process.
- Earned the **highest grade of 100%** in a class of over 30 students by successfully executing a long-term plan and creating a polished final product through the duration of the personal project course.

AWARDS

University of Toronto Mississauga Entrance Scholarship: Granted to students for demonstrating outstanding academic excellence in high school.
Honours Standing Achievement, Woodlands Secondary School: Awarded to students for achieving a 90% grade average or above in the academic year.

MISCELLANEOUS

Interests and Talents

- Interested in drawing, animation, storytelling, and other visually creative activities.
- Able to type up to 110+ WPM on the Dvorak keyboard layout.