

# Simon Chen

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## EDUCATION

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

**September 2020 - May 2024**

- **cGPA:** 3.84/4.00; Computer Science Specialist with Mathematics Minor.

## EXPERIENCE

**Software Developer Quality Management Intern, Precisely**

**June 2021 - Present**

- Developing the CI/CD dashboard for enterprise products using **Python** by converting non-useable test data into readable display formats for the dashboard rendering system.
- Adding 3 new test formats by implementing the converter into the product's build pipeline.

**Software Developer, University of Toronto - Department of Computer Science**

**May 2021 - Present**

- Collaborating 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.
- Updating documentation and code to more easily be navigated and understood by other developers and to provide a streamlined user experience.
- Updating 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, 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

**1<sup>st</sup> place - MLH Pride Hacks 2021:** Won 1<sup>st</sup> overall and Best Pride Hack out of 186 participants.

**3<sup>rd</sup> place - MLH Surfs Up Hacks 2021:** Won 3<sup>rd</sup> 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+ cGPA with 5.0 FCE.

**Top 25 - RU Hacks 2021 Hackathon:** Placed top 25 overall out of 577 participants and 143 submissions.