Simon Chen

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Github Profile
LinkedIn Profile

EDUCATION

University of Toronto St. George, HBSc in Computer Science   **September 2020 - May 2024**
- Currently upholding a CGPA of 3.84; Computer Science Specialist with Mathematics Minor.

EXPERIENCE

Open-Source Software Developer, University of Toronto   **May 2021 – Present**
- Developed on the official development team for PythonTA, a static analysis error-checking **Python** library used by thousands of undergraduates to help find and fix common programming errors.
- Updated and refactored documentation and code to more easily be navigated and understood.

Software Developer Quality Management Intern, Precisely   **June 2021 – Present**
- Reviewed and tested the quality of code at Precisely, a global leader in data integrity, providing accuracy and consistency in data for **12,000+** customers in more than 100 countries, including **90 out of 100** companies in the Fortune 100.

PROJECTS

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.
- 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.

SKILLS

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

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.