

Simon Chen

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EDUCATION

University of Toronto, Honors BSc in Computer Science

September 2020 - May 2025

- **GPA:** 3.8; Co-op Computer Science Specialist, Mathematics Minor.

Relevant Courses:

- **CSC209 Software Tools and Systems Programming:** Wrote advanced programs in **C/C++**, learned how to use Linux command line tools
- **MAT224 Linear Algebra II:** Learned advanced vector mathematics, applying it to transformations of vector spaces in 3 dimensions and above.

EXPERIENCE

Junior Full-Stack Software Developer (Infrastructure), Verto Health

May 2022 – August 2022

- Saved Verto over **\$10,000+** per year in licensing costs by developing an in-house integrated PDF form wizard system using **Vue**, **Ruby on Rails**, and a modified version of Mozilla's **open source** pdf.js project.
- Deployed code to **15+** Ontario healthcare clients by contributing over 12+ tickets to the major release version 3.21 of Verto's clinician software suite.
- Improved developer productivity by contributing around 2-4 agile development story points per week alongside cleaning out backlog tickets including projects in **Angular**, **Vue**, and **Rails**.

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 **500+** undergraduates each year.
- Updated documentation and code to more easily be navigated and understood by other developers and to provide a streamlined user experience.

PROJECTS & LEADERSHIP

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.

AiRCraft, MLH Hackerverse 2022 Project (1st place)

May 2022

- Won 1st place in a hackathon with over 52 participants by creating a mobile AR application using **C#** and the **Unity** game engine.
- Worked with Google ARKit and **Unity AR** integrations resulting in an app that works on all Android platforms.

SKILLS

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

Frameworks/Libraries: React, Vue, Ruby on Rails, Node, Flask, AR Core, Pytorch, Tensorflow

Other: Git, GitHub, Docker, SSH, **Unity**, Google Cloud API, Figma, Bash/Zsh, Vim

AWARDS

1st place - MLH Hackerverse 2022: Won 1st overall out of 52 participants in this XR-themed hackathon.

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 (2) 2020-2021, 2021-2022: 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.