Simon Chen

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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.
- Knowledgeable in **HTML**, **CSS**, **Javascript**, and **ReactJS** web development frameworks.
- Able to collaborate effectively on projects using **GitHub** and the **Git** version control system.

PROJECTS & EXPERIENCE

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**.

Slime Climb, utGDDC 2020 72-Hour Game Jam   **November 2020**
- Developed a video game in 72 hours using **C#** and the **Unity** game engine.
- Collaborated in a team of 5 people working in the **Unity Collaborate** version control environment.

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.