# Simon Chen

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https://github.com/NarwhalBlast

## EDUCATION

**Computer Science Specialist, HBSc, University of Toronto, St. George** **Class of 2024**
**Mathematics Minor, HBSc, University of Toronto, St. George** **Class of 2024**

## SKILLS

**Programming:** Able to program proficiently in **Python**, **C#**, and **Java**. Other languages can be picked up relatively easily if similar programming principles are shared.

**Communication:** Very strong at communicating ideas effectively with confidence and clarity. Able to listen to attentively to other people's ideas and make compromises where necessary.

**Problem Solving:** Able to find unique and creative solutions to problems that have not been previously seen before.

## PROJECTS & RELAVENT EXPERIENCE

**Decay, One-Week Game Jam** **January 2021**

- In one week, using **C#**, the **Unity** game engine, and an emphasis on object-oriented programming principles, created functional game systems that were able to interact together to form a full video game.
- Managed a digital project involving multiple users using the **Unity Collaborate** version control system.
- Made publicly available to download on the game sharing websites **GameJolt** and **Itch.io** and has a collective total of over 2000 views and 500 downloads.

**Endangered Species Predictor, CSC110 Course Project** **December 2020**

- Created an interactive mathematical model that graphed predicted numbers of endangered species using aggregated real-world datasets and the **Pygame** library.
- Collaborated effectively in a team of students to create a project using **GitHub** to maintain and distribute our code.

**One Knife Ninja, GMTK2019 48-Hour Game Jam** **August 2019**

- Created a platforming-stealth video game using **C#** and the **Unity** game engine over the course of 48 hours.

**Descend Game, IDC3O0 Course Project** **January-June 2018**

- Created and executed a long-term plan to produce a dungeon-crawler video game using the **Unity** game engine over the course of 5 months. Learned and adapted to a long-term project's workflow and was able to develop a working product by the end of the work cycle.
- Successfully implemented world-generation algorithms and principles from scratch without the use of pre-made world-generation libraries.

## AWARDS & SCHOLARSHIPS

**University of Toronto Mississauga Entrance Bursary:** 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.