Simon Chen

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EDUCATION

University of Toronto, Honors BSc in Computer Science **September 2020 - May 2025**

- **GPA:** 3.7; Co-op Computer Science Specialist, Mathematics Minor.

EXPERIENCE

AMD, Software Engineering Intern **May 2023 – April 2024**

- Analyzed and debugged **BSoD** (Blue Screen of Death) crash dumps from Windows Insider Program users using **WinDBG**, identifying critical errors to the **C++** GPU driver code, resulting in up to **10,000+** global decreases in GPU driver related crashes for each failure type identified.
- Developed a crash dump parsing tool using **Python**, effectively collecting and analyzing essential data from **10,000+** crash dumps per minor driver release to improve driver stability and performance.

Verto Health, Software Engineering Intern **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**.

Precisely, Software Engineering QA Intern **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.

University of Toronto - Department of CS , Software Developer **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

Exec Member and Developer, UofT Hacks **June 2021 - Present**

- Created the hacker registration dashboard using **React**, which is used by **300+** participants annually to register and search for teammates.
- Improved code maintenance by containerizing many of the UofT hacks legacy and currently used source code repositories using **Docker**.

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.

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.