

# Simon Chen

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## EDUCATION

**University of Toronto, Honors BSc in Computer Science**

**September 2020 - May 2024**

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

## 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 thousands of undergraduates to find and fix common programming errors.
- 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**

- Collaborated with 25+ executive members to host UofT Hacks, one of the largest student-run hackathons in Canada that attracts **300+** participants annually.
- 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.

**Adventures in Science Member, University of Toronto Mississauga**

**January 2019 – June 2019**

- Selected as one of 40+ high school students to participate in the 2019 Adventures in Science program.
- Over the course of 5 months, prepared, researched, and conducted a hands-on experiment in a group of 4 members to share with and excite over **50+** elementary school students about science and STEM.

## SKILLS

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

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

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

## AWARDS

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

**1<sup>st</sup> place - MLH Pride Hacks 2021:** Won 1<sup>st</sup> overall and Best Pride Hack out of 186 participants.

**3<sup>rd</sup> place - MLH Surfs Up Hacks 2021:** Won 3<sup>rd</sup> 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.