

Simon Chen

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EDUCATION

Computer Science, HBSc, University of Toronto, St. George

Class of 2024

PROJECTS & RELEVANT EXPERIENCE

Decay, One-Week Game Jam January 2021

Endangered Species Predictor, CSC110 Environmental Awareness Project December 2020

Slime Climb, utGDDC 2020 72-Hour Game Jam November 2020

IMnotDB, FraserHacks 2019 Hackathon December 2019

One Knife Ninja, GMTK 2019 48-Hour Game Jam August 2019

Descend Game, IDC300 Long-Term Personal Project January-June 2018

- Created and executed a long-term plan to produce a dungeon-crawler video game using **C#** and the **Unity** game engine over the course of 5 months.
- Gained a deeper understanding and appreciation for the Software Development Life Cycle (**SDLC**) of longer-term projects through working on this project.
- Successfully implemented world-generation algorithms and principles from scratch without the use of pre-made world-generation libraries.

Midnight Zoo, Asylum Jam 2016 48-Hour Game Jam October 2016

- Created for the first time a game using **C#** and the **Unity** game engine over the course of 48 hours.

RELEVANT SKILLS

Programming: Proficient in **C#**, **Python**, and **Java**.

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.