

# Simon Chen

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## EDUCATION

**University of Toronto St. George, HBS in Computer Science** **September 2020 - May 2024**

- Currently upholding a CGPA of 3.84; Computer Science Specialist with Mathematics Minor.

## EXPERIENCE

**Software Developer Quality Management Intern, Precisely** **June 2021 - Present**

- Developed the CI/CD dashboard for the Spectrum Spatial enterprise product by using **Python** to convert Junit, Nunit, and TestNG tests into readable display formats for the rendering system.
- Currently working on migrating the entire routing test suite to be compatible in the ELK stack.

**Software Developer, University of Toronto - Department of Computer Science** **May 2021 - Present**

- Developed on the official development team for PythonTA, a static analysis error-checking **Python** library used by thousands of undergraduates to help find and fix common programming errors.
- Updated documentation and code to more easily be navigated and understood by other developers and to provide a more streamlined experience for users.
- Currently working on updating design of the error report page for user friendliness and accessibility.

## PROJECTS & LEADERSHIP

**Executive Member and Designer, UofT Hacks** **June 2021 - Present**

- Collaborated on a team of 25+ executive members to prepare to host one of the largest student-run hackathons in Canada attracting over 300+ participants each year.
- Currently working on the Design team helping to create sponsorship packages, website design, and ensure that the theming is consistent and friendly to new and experienced hackers alike.

**Notepool, RU Hacks 2021 Hackathon Project** **April 2021**

- Created a file-sharing platform in 48 hours by working in a team of 4 developers using the **MERN stack** (MongoDB, Express, React, Node), **Figma**, and **Google Cloud services** like Storage and Vision.
- Placed the **top 25** hacks overall of over 140+ submissions and 570+ participants.

**Decay, Indie Horror Game Project** **January 2021**

- Created an indie horror video game using **C#** and the Unity game engine.
- Managed a small development team digitally and maintained a codebase using Unity Collaborate.
- Gained over **200,000+** impressions and 500+ downloads through its share on social media.

**Adventures in Science, 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 repeatable 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#, HTML, CSS, Javascript, Java

**Frameworks/Libraries:** React, Sass, Node, Flask, AR Core

**Other:** Git, GitHub, Gitlab, Firebase, Unity, Google Cloud Platform, Figma

## AWARDS

**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 2020 – 2021:** Awarded to students with high academic performance throughout the school year. Achieved a 3.5+ CGPA with 5.0 FCE credits.

**Top 25 - RU Hacks 2021 Hackathon:** Achieved top 25 overall out of 577 participants and 143 hacks.