Simon Chen

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EDUCATION

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

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 fully polished 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 Environmental Awareness Project **December 2020**

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

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

- Created a platforming-arcade video game using **C#** and the **Unity** game engine over the course of 72 hours.
- Worked in a team of 5 people using the **Unity Collaborate** version control system.

IMnotDB, FraserHacks 2019 Hackathon **December 2019**

- Created a movie data web-app that conveniently aggregated relevant movie information for users (such as reviews, bookings, etc.) using the **ReactJS** framework.
- Implemented internal aggregation systems that seamlessly interacted with **external APIs** such as the New York Times movie review database.

One Knife Ninja, GMTK 2019 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.
- Learned and optimized workflow from previous projects to effectively manage time and improve results.

Descend Game, IDC3O0 Long-Term Personal 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.
- 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: Can program proficiently in **C#**, **Python**, and **Java**.

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.

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.