

Simon Chen

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<https://github.com/NarwhalBlast>

EDUCATION

Computer Science Specialist, HBSc, University of Toronto, St. George
Mathematics Minor, HBSc, University of Toronto, St. George

Class of 2024
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PROJECTS & RELEVANT 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 full 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 Course Project

December 2020

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

One Knife Ninja, GMTK2019 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, IDC300 Course 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. Learned and adapted to a long-term project's workflow and was able to develop a working product by the end of the work cycle.
- Through working on this project, gained a deeper understanding and appreciation for the Software Development Life Cycle (SDLC) of longer-term projects.
- 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.

OTHER SKILLS

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.