

# Simon Chen

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[Github Profile](#)

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## EDUCATION

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

May 2024

- Currently upholding a CGPA of 3.7; Computer Science Major with Mathematics Minor.

## SKILLS

### Programming and Software

- Proficient in **Python**, **C#**, and **Java** with a solid understanding of Object-Oriented Programming.
- Able to collaborate effectively on projects using **GitHub** and the **Git** version control system.

## PROJECTS & EXPERIENCE

### Decay, One-Week Game Jam

January 2021

- Created a video game in 7 days using **C#** and the **Unity** game engine.
- Managed in a small development team digitally using the Unity Collaborate version control system.
- Gained over **180,000+** impressions and **500+** downloads through its share on social media.

### Endangered Species Predictor, Environmental Awareness Project

December 2020

- Modeled the predicted endangered status of over **30,000+** endangered species on the Red List by using multi-variable regression models written in the **Python** programming language.
- Created an interactive GUI and graphical models using the Pygame, Scikit, and Plotly libraries.
- Managed in a team of 3 of developers digitally using the **Git** version control system.

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

November 2020

- Developed a video game in 72 hours using **C#** and the **Unity** game engine.
- Collaborated in a team of 5 people working in the **Unity Collaborate** version control environment.
- Ranked overall in the **top 5** games out of all the games submitted to the event.

### IMnotDB, FraserHacks 2019 Hackathon

December 2019

- Created a movie review web app that aggregates over **22,000+** reviews for its users implemented using **ReactJS** and the public New York Times movie review API in a team of 3 developers.

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

August 2019

- Created a video game in 48 hours using **C#** and the **Unity** game engine which got ranked overall in the **top 17%** out of 2596 entries and getting a total of 25 public ratings.
- Ranked in the **top 8%** and in the **top 15%** in the Theme and Design categories, respectively.

### Descend, IDC300 Long-Term Personal Project

January-June 2018

- Created and executed a 5-month long development project to produce a dungeon crawler game using **C#**, Unity, and the implementation of a Software Development Life Cycle (**SDLC**) process.
- Earned the **highest grade of 100%** in a class of over 30 students by successfully executing a long-term plan and creating a polished final product through the duration of the personal project course.

## LEADERSHIP & AWARDS

**University of Toronto Mississauga Entrance Scholarship:** 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.

## MISCELLANEOUS

### Interests and Talents

- Able to type up to 110+ WPM on the Dvorak keyboard layout.
- Interested in interesting and creative visualizations, and simple yet intuitive design.