**Simon Chen** [Github Profile](https://github.com/SimonChenWasTaken)

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**EDUCATION**

**University of Toronto St. George, HBSc 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**

**1st place - MLH Pride Hacks 2021:** Won 1st overall and Best Pride Hack out of 186 participants.

**3rd place - MLH Surfs Up Hacks 2021:** Won 3rd 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.