**Simon Chen** [github.com/simonchenwastaken/](https://github.com/simonchenwastaken)

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**EDUCATION**

**University of Toronto, Honors BSc in Computer Science September 2020 - May 2024**

* **GPA:** 3.86; Co-op Computer Science Major, Mathematics Minor.

**EXPERIENCE**

**Junior Full-Stack Software Developer (Infrastructure), Verto Health May 2022 – August 2022**

* Saved Verto over **$10,000+** per year in licensing costs by developing an in-house integrated PDF form wizard system using Vue, Rails, and a modified version of the open source pdf.js.
* Deployed code to 15+ Ontario healthcare clients by contributing over 12+ tickets to the major release version 3.21 of Verto’s clinician software suite.
* Improved developer productivity by contributing around 2-4 agile development story points per week alongside cleaning out backlog tickets.

**Software Developer Quality Management Intern, Precisely June 2021 – August 2021**

* Integrated automated testing into the Elastic stack by using a **Python** Gitlab workflow to convert Junit, Nunit, and TestNG tests into useable **Elasticsearch** documents.
* Created the CI/CD dashboard for the Spectrum Spatial enterprise product using Kibana.

**Software Developer, University of Toronto - Department of CS May 2021 – August 2021**

* Worked on the development team for PythonTA, a static analysis error-checking **Python** library used by thousands of undergraduates to find and fix common programming errors.
* Updated documentation and code to more easily be navigated and understood by other developers and to provide a streamlined user experience.

**PROJECTS & LEADERSHIP**

**Exec Member and Developer, UofT Hacks June 2021 - Present**

* Collaborating with 25+ executive members to host UofT Hacks, one of the largest student-run hackathons in Canada that attracts 300+ participants annually.
* Developing a hackathon Discord bot using discord.js in order to aid the management and hacker verification of UofT Hacks’ second virtual hackathon.

**Decay, Horror Game Project January 2021**

* Created a horror video game using **C#** and the Unity game engine.
* Managed a development team digitally and maintained a codebase using Unity Collaborate.
* Gained over **200,000+** impressions and 500+ downloads.

**Adventures in Science Member, 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 hands-on 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, C/C++

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

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

**AWARDS**

**1st place - MLH HackVerse 2022:** Won 1st overall out of186 participants.

**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, achieving a 3.5+ GPA with 5.0 FCE credits.

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