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

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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.

**EXPERIENCE**

**SDS, University of Toronto May 2021 - Present**

* Fully implemented over **9+** unique data structure classes from scratch using **Python** to better understand and further extend knowledge of data structures and algorithms.
* Created and managed a public open-source **GitHub** repository with over **3+** contributors.

**PROJECTS & LEADERSHIP**

**DataStructureUCO, Open-Source Public Repository Project March 2021 - Present**

* Fully implemented over **9+** unique data structure classes from scratch using **Python** to better understand and further extend knowledge of data structures and algorithms.
* Created and managed a public open-source **GitHub** repository with over **3+** contributors.

**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 Collaborateversion control system.
* Gained over **180,000+** impressions and 500+ downloads through its share on social media.

**Endangered Species Predictor, CSC110 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.

**IMnotDB, FraserHacks 2019 Hackathon December 2019**

* Created a movie review web app that searches from over **22,000+** reviews implemented using **HTML**, **CSS**, **JavaScript**, **ReactJS**, and the NYT 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, IDC3O0 Long-Term Personal Project January - June 2019**

* 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.

**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.

**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.