**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 Specialist with Mathematics minor.

**PROJECTS & EXPERIENCE**

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

* Fully implemented over **50+** 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 **10+** 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.

**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.

**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.

**Descend, IDC3O0 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.
* # TODO: Accomplished [X] as measured by [Y] by doing [Z].

**Midnight Zoo, Asylum Jam 2020 72-Hour Game Jam October 2016**

**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.

**SKILLS**

**Programming and Software**

* Proficient in **Python**, **C#**, and **Java** with a solid understanding of Object-Oriented Programming.
* Can type up to 110+ WPM primarily typing on the Dvorak keyboard layout.