**Simon Chen**

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**EDUCATION**

**Computer Science Specialist, HBSc, University of Toronto, St. George Class of 2024**

**Mathematics Minor, HBSc, University of Toronto, St. George Class of 2024**

**PROJECTS & Relavent experience**Top of FormBottom of Form

**Decay, One-Week Game Jam January 2021**

* In one week, using **C#**, the **Unity** game engine, and an emphasis on object-oriented programming principles, created functional game systems that were able to interact together to form a fully polished video game.
* Managed a digital project involving multiple users using the **Unity Collaborate** version control system.

**Endangered Species Predictor, CSC110 Environmental Awareness Project December 2020**

* Created an interactive mathematical model that graphed predicted numbers of endangered species using aggregated real-world datasets, **Python**, and the **Pygame** library.
* Collaborated effectively in a team to create a project using **GitHub** to maintain and distribute our code.

**Slime Climb, utGDDC 2020 72-Hour Game Jam November 2020**

* Created a platforming-arcade video game using **C#** and the **Unity** game engine over the course of 72 hours.
* Worked in a team of 5 people using the **Unity Collaborate** version control system.

**IMnotDB, FraserHacks 2019 Hackathon December 2019**

* Created a movie data web-app that conveniently aggregated relevant movie information for users (such as reviews, bookings, etc.) using the **ReactJS** framework.
* Implemented internal aggregation systems that seamlessly interacted with **external APIs** such as the New York Times movie review database.

**One Knife Ninja, GMTK 2019 48-Hour Game Jam August 2019**

* Created a platforming-stealth video game using **C#** and the **Unity** game engine over the course of 48 hours.
* Learned and optimized workflow from previous projects to effectively manage time and improve results.

**Descend Game, IDC3O0 Long-Term Personal Project January-June 2018**

* Created and executed a long-term plan to produce a dungeon-crawler video game using **C#** and the **Unity** game engine over the course of 5 months.
* Gained a deeper understanding and appreciation for the Software Development Life Cycle (**SDLC**) of longer-term projects through working on this project.
* Successfully implemented world-generation algorithms and principles from scratch without the use of pre-made world-generation libraries.

**Midnight Zoo, Asylum Jam 2016 48-Hour Game Jam October 2016**

* Created for the first time a game using **C#** and the **Unity** game engine over the course of 48 hours.

**Relevant Skills**

**Programming:** Can program proficiently in **C#**, **Python**, and **Java**.

**Communication:** Very strong at communicating ideas effectively with confidence and clarity. Able to listen to attentively to other people’s ideas and make compromises where necessary.

**Problem Solving:** Able to find unique and creative solutions to problems that have not been previously seen before.

**awards & Scholarships**

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