

# Anton Chen

antonchen.ca ▪ github.com/chenanton ▪ linkedin.com/in/chenanton

**Email:** contact@antonchen.ca

**Phone:** 1-403-909-5938

## EDUCATION

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**The University of British Columbia** ▪ *Bachelor of Science  
Honours Computer Science and Statistics, with Co-op*

**Vancouver, BC**

Sep. 2019 — Present

- Trek Excellence Scholarship recipient, awarded to the top 5% of undergraduates; cumulative average of 92% (4.0 GPA).
- *Coursework:* data structures, algorithms, OOP, software engineering, multi-threading, software architecture, applied statistics, honours linear algebra, and honours multivariable calculus (all courses received A+).

**International Baccalaureate** ▪ *Certificate Program*

**Calgary, AB**

Sep. 2017 — May 2019

- Mathematics HL (7/7) and Physics SL (7/7).

## WORK EXPERIENCE

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**VIPRE Security Group** ▪ *Email Security Cloud, Backend Development Team  
Software Engineer Intern, in Test*

**Burnaby, BC**

Jan. 2021 — Aug. 2021

- Led design and development of test automation framework in Python for backend email-processing cloud services.
  - Implemented REST API endpoint testing libraries on spam and virus detecting Docker microservices.
  - Refactored existing verification methods to utilize concurrency, reducing test suite runtimes by over 65%.
  - Fully automated backend regression and integration testing; saved over 40 staff hours monthly from manual verification.
- Designed and automated end-to-end tests with Python's Robot Framework on highly distributed AWS cloud services and MySQL databases, processing over 1.2 billion emails monthly from 50 000 business customers.
  - Wrote SQL queries to manage paid customer package configurations and cached virus sample hashes.
  - Developed Bash scripts to perform automated deployment testing across over 50 servers globally.
- Trained and mentored full-time software engineer hire with system architecture, scripting, and reading code bases.

## TECHNICAL PROJECTS

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**Vaccelerator** ▪ *HackUCI 2021 Hackathon Project; Placed 2<sup>nd</sup> out of 89 teams*

Jan. 2021

- Member in team of five; built a web-app offering data-driven COVID-19 vaccine rollout insights and information.
- Created an interactive US heatmap in Python to visualize pandemic vulnerability by scraping 334 days of CDC data.

**Rubik's Cube Solver Neural Network** ▪ *Solo Project*

Aug. 2020

- Designed and implemented a deep neural network with TensorFlow, solving any Rubik's cube with over 70% success rate.
- Developed a data generation algorithm in Python, producing 8 million scramble patterns and corresponding solutions.

**Two-Dimensional Physics Engine** ▪ *Solo Academic Term Project*

Jan. 2020 — Apr. 2020

- Engineered a GUI application in Java, using OOP principles and MVC patterns to simulate inelastic object collisions.
- Incorporated data persistence with CRUD data-parsing methods, allowing users to manage multiple environment states.

## EXTRACURRICULAR EXPERIENCE

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**Competitive Robotics** ▪ *VEX Robotics Club*

Sep. 2018 — Feb. 2019

- Group member in year-long five member project to design, build, and code a VEX robot from scratch.
- Roles include robot design, construction, and programming autonomous action in ROBOTC, a C-like language.

**Volunteering and Community Service** ▪ *Volunteering Club*

Sep. 2016 — Jun. 2019

- Over 50 hours of volunteer experience; includes tournament hosting, food donation preparation, and bottle drives.
- Taught grade school kids coding fundamentals with Scratch and code.org at the *Coding Buddies* organization.

## TECHNICAL SKILLS

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**Languages:** C/C++, Python, Java, SQL, R, x86 Assembly, Bash, HTML/CSS, Racket (Scheme), L<sup>A</sup>T<sub>E</sub>X.

**Frameworks and Libraries:** TensorFlow, Robot, JUnit, Swing, NumPy/Pandas, Matplotlib.

**Developer Tools:** Git, Unix/Linux, Docker/Docker Compose, Atlassian Product Suite.

**Methodologies:** Agile, Scrum, Kanban.