Anton Chen

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Education

The University of British Columbia ▪ *Bachelor of Science* **Vancouver, BC**
Honours Computer Science and Statistics *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**

- Mathematics HL (7/7) and Physics SL (7/7). *Sep. 2017 — May 2019*

Work Experience

Amazon.com, Inc. **Vancouver, BC**
Software Development Engineer Intern *Jun. 2022 — Sep. 2022*

- Scheduled to complete a 12 week internship at Amazon as a Software Development Engineer.

VIPRE Security Group ▪ *Email Security Cloud* **Burnaby, BC**
Software Engineer Intern *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%.
- Trained and mentored full-time software engineer hire with system architecture, scripting, and reading code bases.

Technical Projects

Safe Walk Route Planner ▪ *Pinnacle 2021 Hackathon Project* *Sep. 2021*

- Invite-only hackathon for the top 50 winning teams of North American collegiate hackathons, hosted in Dallas, TX.
- Member in team of five; built a web-app offering crime-data-driven route planning to increase student safety on campus.
- Implemented a custom pathfinding algorithm in JavaScript using the Google Maps Directions API, finding the safest route between two locations by leveraging FBI crime statistics from a Cloud Firestore NoSQL database.

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

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

Languages: C/C++, Python, Java, SQL, R, x86 Assembly, Bash, JavaScript/HTML/CSS, LaTeX.
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.