Chris Chen

Software Engineering Student

github.com/chrischen842

TECHNICAL SKILLS

- Languages: C/C++, Java, JavaScript, Python, HTML, CSS
- Tools/Technologies: Git, React, Node.js, Unity, Visual Studio
- Relevant Coursework: OOP, Data Abstraction & Implementation, Sequential Programming

PROJECTS

Blog App (ReactJS)

Dec. 2021 - Jan. 2022

- Used React, Hooks, and Materials-UI to make a fully functional blog app where users can make their own accounts and post their own blog entries
- User data is stored in MongoDB and follows the REST API model

Personal Website (ReactJS)

Dec. 2021

- Used React, Hooks, and Materials-UI to create a website to display a portfolio of my personal projects
- Deployed with GitHub Pages

Discord Bot (Python)

Dec.2021

- Created a discord bot using python that helps give encouraging reinforcement when a sad word is detected and is also able to give you a random quote through the Zen Quotes API
- Sad and positive word banks are fully customizable which allows you to add custom words

Space Shooter Game (C#)

Feb. 2021 - Mar. 2021

- Created a fully functional retro-style space shooter game using C#.
- Implemented a variety of Data Structures to manage typing and word data.
- Utilized OOP and graphical elements to mimic the environment of space.

Slime Slayer (C#)

Feb. 2021 - Apr. 2021

- Remotely managed a team of 5 with the development of a 2-D unity RPG game
- Developed **UML diagrams** such as class diagrams, flowcharts, and sequence diagrams to organize data
- Reduced the run-time of seven algorithms to make it more runnable
- Implemented OOP such as inheritance, interfaces, and other C# properties

EXPERIENCE

Wei's Buffet

July 2019 - Aug. 2019

Waiter (Part-time)

Roselle, NJ

- Maintained a positive and welcoming attitude towards all customers to ensure a comfortable and memorable dining experience
- Communicated clearly with customers to ensure that their requests were met and executed to their standards

EDUCATION

University of Western Ontario

Sept. 2019 - Present

Candidate for B.E.Sc. Software Engineering

London, ON

Third Year Full-Time Student