Cindee Chen

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EDUCATION

University of Toronto   Toronto, ON
Bachelor of Science in Mathematics, Computer Science, Minor in Statistics   *Sep 2021 – May 2026 (Expected)*

EXPERIENCE

Full Stack Developer   May – Aug 2024
Inwit   *Toronto, ON*
- Revamped the entire e-commerce food catering platform for Toronto's first Zero Waste Food App (inwit.app) by redesigning the UI/UX and rebuilding the backend in PHP and MySQL database
- Expanded platform adoption, increasing catering restaurant partnerships by 50% by improving system reliability and optimizing order management, attracting more vendors to the platform
- Added a client portal with an order management dashboard, automating invoicing and order history tracking, which increased order completion rate by 25% and cut manual processing time by 30%

Software Developer Intern   Feb – May 2024
Cove Neuroscience   *Toronto, ON*
- Developed an AI-powered clinical data processing pipeline in a cross-functional team with researchers and developers, enhancing neurophysiologic data analysis using Logistic Regression and statistical tests
- Improved report generation efficiency by 35% by automating brain activity change detection with machine learning models using Python libraries (pandas, NumPy, scikit-learn, TensorFlow and Pytorch)
- Increased data interpretation accuracy by 60% by optimizing feature extraction and integrating automated text mining (NLTK, regex) to extract insights from clinical literature

Web Developer & Co-Organizer   May 2022 – Sep 2023
Woodsworth College @ UofT   *Toronto, ON*
- Built the Orientation website by implementing 20+ interactive front-end components (JavaScript, HTML, Tailwind CSS) with a Django backend, increasing ticket sales by 26% and archived $20k in gross revenue
- Led and organized two orientation events serving over 1,500 students, achieving 75%+ participation. Managed 18 committees, demonstrating strong leadership and communication skills

PROJECTS

Retro-gamified Pac-man | *Python, Pygame, Vision Transformers, LLM, Cohere API*
- Built a retro-inspired Pac-Man game from scratch with AI-generated storytelling, integrating SOTA Vision Transformers for auto-captioning and Cohere's API to create dynamic, personalized narratives
- Designed a novel LLM-driven gameplay mechanic, combining Game Trees and modern AI to transform classic arcade interaction into an immersive story experience
- Ranked top 10% among 400+ competitors at UofTHacks

Fitness App | *Java, RESTful API, JSON, JUnit, XML*
- Designed and developed a Java back-end fitness app that generates personalized workout plans based on user-defined fitness goals and targeted muscle groups. Adherence to CLEAN code principles
- Integrated a third-party RESTful API to provide 100+ customized unique workout routines and suggestions and optimized data management by designing a JSON-based data storage system, reducing user data retrieval by 40%
- Maintained high code quality through test automation and code review, achieved 95% test coverage through unit, integration, and end-to-end tests (JUnit)
- Ensured software reliability by leading QA efforts in an Agile software development life cycle, reduced post-release bugs by 99%

TECHNICAL SKILLS

Languages: Python, Java, C/C++, SQL (Postgres), JavaScript, Typescript, HTML/CSS, PHP, Shell, Bash, R
Frameworks: React, Node.js, Express.js, Django, Bootstrap, Tailwind CSS, Spring Boot, Vue, JUnit, WordPress
Developer Tools: Git, Github, Google Cloud Platform, AWS, Visual Studio Code, PyCharm, IntelliJ, Version Control, UNIX/Linux, CI/CD, GraphQL