Cindy Chen

(647) 568 3510 • cin.chen@mail.utoronto.ca • linkedin.com/in/3cindy • cindyschen.github.io

EDUCATION

University of Toronto **September 2022 - April 2027 (expected)**

Bachelor of Applied Science in Computer Engineering

Relevant Courses: Computer Fundamentals, Digital Systems, Computer Organization, Software Communication, Calculus III, Probability and Applications, Operating Systems, Algorithms and Data Structures

SKILLS

- Languages: C++, C, Python, Java, Assembly, MATLAB, Javascript, Verilog, C#, HTML/CSS
- Tools: Git, VSCode, Microsoft Office, Photoshop, Premiere Pro, Linux, Unity, .NET, Docker
- Excellent written and verbal communication skills

EXPERIENCE

UofT Improving Hospital Phone Wait Times Design Team | Project Manager **January 2023 - April 2023**

- Led a team to design a solution to improve phone wait times for a client at the Sunnybrook Academic Family Health Team
- Wrote multiple reports to document the process and present the final design
- Delivered a presentation to the client describing and promoting our final proposed design

UofT Sidney Smith Hall Redesign Design Team | Editor **September 2022 - December 2022**

- Worked with a team in redesigning the Sidney Smith Hall to make it more accessible and safe
- Wrote multiple reports to document the process and present the final design

FromArt2Heart | Ontario Marketing Director Volunteer **March 2021 - July 2022**

- Demonstrated exceptional adaptability and teamwork skills working with a team of 4 to market the organization online and in person
- Demonstrated strong leadership and organization skills, managing social media and creating weekly posts using Photoshop
- Managed communications with external organizations, scheduling presentations and meetups

PROJECTS

Claw Machine Game | Assembly, C

- Designed and coded a claw machine game with audio, keys and PS2-Keyboard inputs, and double buffering animation onto the DE1-SoC board

Piano/Song Simulator| Verilog, Altera Quartus

- Developed a piano simulator which can play preset songs with audio, various inputs (switches, keys, PS2-Keyboard), and graphics, ran on the DE1-SoC board

Mapping with Care | C++, Git

- Led a team of 3 to design and implement a responsive GIS software system similar to Google Maps catered towards people with disabilities (pathfinding, search bars, light/dark mode, graphics with user interaction, and more). Led the development of the GUI.