




Clarence Chau

 [clarence-chauu](#)

 437-996-8528

 clarence.comsci@gmail.com

 [clarencechau](#)

SKILLS SUMMARY

Languages : Java, Python, JavaScript, HTML, CSS, LaTeX, R, React

Technologies : Git, Node.js, VSCode, Eclipse, JavaFX, PyCharm, Greenfoot, Bootstrap, Firebase, MaterialUI

PROFESSIONAL EXPERIENCE

Aireum

June 2022 – August 2022

Full Stack Developer Internship

Toronto, Ontario

- Took part in the web development for Canada's only virtual museum - stores and releases archive material for those who are interested in Canadian history.
- Used **ReactJS** for the development of the front end of the website, and **NodeJS/Firebase** for the development for the back end.
- Developed a system for admins to store, manage, and release to the public, all archived assets into one single page to benefit the **UI/UX** experience of both users and employees of Aireum.

PROJECTS

badmintonzone.ca (JavaScript, HTML, CSS)

- Developed a website for Canadian badminton athletes and fans to view the latest tournament results of our top international players.
- Made use of various API's to develop a blogging system to make both the user experience and weekly postings much more convenient.

Personal Website (ReactJS)

- Built a responsive personal website using **ReactJS** to present my personal projects, and to tell the world my story of becoming a software developer.

Three Musketeers (Java)

- Worked with a team to create a grid based chess-like game.
- Implemented object-oriented programming techniques and multiple **Java design patterns** such as Strategy pattern and Command pattern, while also using **JavaFX** to create an interface for the game.
- Coded and applied AI algorithms for the difficulty of the CPU, which changes depending on the difficulty the player chooses.

Gungeon (Java)

- Used a Java Framework, **Greenfoot**, to create a two-dimensional shooting game.
- The user controls a character to travel through different rooms and dungeons, shooting enemies and dodging traps, to beat the game.
- Took advantage of **object oriented programming** to create different types of guns, monsters and dungeon rooms.

EDUCATION

University of Toronto

2020 – 2025

Bachelor of Science

Toronto, Ontario

- Relevant Coursework: Data Structures and Algorithms, Computer Organization and Design, Proofs of Linear Algebra and Matrices, Software and Electric Circuits