# Clarence Chau

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## 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.

## EDUCATION

### University of Toronto
**2020 – 2024**

*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, Software Tools and Systems Programming
- Athlete: Singles and doubles player on the varsity badminton team

## PROJECTS

**Personal Website** (ReactJS, CSS)

- Built a responsive personal website using **ReactJS** and personalized it with **CSS** to present my personal projects, and to share my story of becoming a software developer.

**UTimetable** (Java)

- Developed a social networking application for university students to see their friend's timetables, compare free time intervals, and to see their current location.
- Created an algorithm to make the output data from **MongoDB** readable, for other classes and use cases to manipulate the data of the users.

**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 **Greenfoot** to create a two-dimensional shooting game, where 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.