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Daniel Chen

Summary of Skills

- Plenty of experience adapting to new environments and adept interpersonal communication skills.
- Great problem-solving skills and familiarity with algorithms from participation in numerous math, computer science, and chess contests with sizes ranging from regional to continental.
- Knowledge of both English and Mandarin, able to speak, read, and write fluently in both languages.
- Entry-level knowledge of front-end web development
- Knowledge of and experience with Java and Python

Education

University of Waterloo — September 2018 — Present
- Studies Computer Science Co-op in the Faculty of Mathematics, currently in 1A

Point Grey Secondary School — September 2014 — June 2018
- Former vice president of Point Grey Target Alpha Club, former president of Point Grey Chess Club, former executive member of Point Grey IT Club and Physics Club
- Former grade 12 Representative in Point Grey Student Council
- Former member of the Point Grey Chamber Choir and Point Grey Vocal Jazz ensembles

Yue Long Middle School — September 2013 —June 2014
- Former member of Student Council, as the position of the academic executive.

Work and Volunteer Experience

Tutor — May 2015 — June 2018
- Tutored students ranging from grade 6-12 on elementary/high school level mathematics, sciences, and computer science languages
- Reviewed school work and self-prepared study material, notes, and homework for students

Service Student — February 2015 — June 2018
- Marking assignments, quizzes and tests, regulating marking system
- Operating the online grader system using the Intergrade Database

MPM Math School — December 2014 — May 2016
- Teaching assistant in a math tutoring institution, communicated efficiently with children in grades K-7.

Awards and Achievements

- Fourth place in Math Challenger Regionals at UBC — January 2015
- First place in BC Provincial Chess Challenge — March 2015
- Fourth place in North American Open Chess Tournament — December 2014
- 75/75 in CEMC Junior Canadian Computing Challenge — February 2016
- AP Scholar Award with honor — August 2018

Side Projects

Automatic Motion Sensor Lamp

A motion sensor lamp built with Raspberry Pi with python, using relay switches, PIR sensors, and GPIO. Model used was an old lamp whose model was broken down into the final project. Turns on when passive infrared waves are detected in front of it, and remains on as long as new waves are sent at least once every 30 seconds.

References

- Available upon request