# David Shen

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# EDUCATION

Queen's University

Kingston, Canada

Bachelor of Computing (Honours) in Artificial Intelligence; Dean's Honour List

2020 - ongoing

### Relevant Coursework

Advanced Data Analytics, Neural and Genetic Computing, Artificial Intelligence, Algorithms, Evolutionary Optimization, Data Structures, Software Architecture, Discrete Math for Computing, Linear Algebra, Differential & Integral Calculus

### EXPERIENCE

### Junior Full Stack Developer

May 2023 - Jan 2024

Sunwing Travel Group

Toronto, Canada

- Delivered clean, maintainable code that improved application stability and facilitated smoother feature updates.
- Collaborated across teams to integrate third-party APIs, enriching the application's functionality and offering users a seamless experience.
- Enhanced UI and UX consistency to create an intuitive user journey, with a focus on accessibility and design cohesion.

#### Java and Math Instructor

September 2019 - January 2020

Triway Education

Markham, Canada

- Developed engaging lessons in algorithms and competitive programming for 20+ students, making complex concepts accessible.
- Coached students for the Canadian Computing Competition, encouraging growth in critical thinking and coding.

## Projects

### **Teto Kitty** | Python, PyTorch, Pygame

Aug 2024 - Present

- Built an AI-driven Tetris bot using alpha-beta pruning and bitboard analysis to make efficient game decisions.
- Trained neural networks in PyTorch to refine bot heuristics, improving move prediction and responsiveness, tested within a custom Tetris game.
- Applied minimax algorithms and reward functions to optimize the bot's gameplay in high-speed, complex scenarios.

#### Tournament Scenes | Python, Matplotlib, Battlefy API, PIL, Tkinter

Sep 2024 – Nov 2024

- Built an automated system to create animated scenes for the Apple Orchard Cup, a top-level TETR.IO tournament with over 200 players and 500+ live viewers.
- Generated multiple scenes, including animated brackets, versus screens, and commentary overlays, each dynamically updated with real-time data to engage viewers.
- Utilized custom graphics and animation techniques in Matplotlib and PIL to enhance scene quality and visual appeal.

#### **Practice Bot** | *Python*, *discord.py*, *MariaDB*

September 2020 - July 2021

- Created a popular Discord bot for programming platforms (DMOJ, Codeforces) with features for problem tracking, ratings, and contest updates.
- Adopted in over 800 servers as a centralized tool for competitive programming practice.

# TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Bash, LATEX

Developer Tools: Git, Google Cloud, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Frameworks and Libraries: JUnit, Bootstrap, React, Express.js, Node.js, MariaDB, NumPy, Matplotlib, PyTorch,

Pygame

Data Analysis and AI: Pandas, Scikit-learn, TensorFlow, Keras