Hunter Chen

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Key Skills

- **Languages**: Python, TypeScript, JavaScript, Rust, C, Java, HTML/CSS, PHP, SQL
- **Frameworks**: ReactJS, Next.js, TailwindCSS, Nodes.js, Flask, GraphQL
- **Technologies**: Docker, AWS, Kubernetes, Jira, Confluence, Gradle, Git, MySQL, SQLite

Work Experience

Software Developer Intern | aramid.finance   Jan. 2022 - Dec. 2022
- Implemented Figma designs into Next.js-based React web apps and landing page, leveraging TypeScript to build robust state management systems and Tailwind to create responsive UI elements
- Optimized file organization and formatting of landing webpage, reducing load time by up to 72%
- Integrated Cloudflare and Netlify into CI/CD pipelines for web application and page deployments
- Created PostgreSQL database to track usage data and node balances, subsequently integrated GraphQL API to enable streamlined data querying in front-end applications

Projects

WaveFormer - Image Parameterization Tool | github.com/hunterchen7/WaveFormer
- Developed Rust application to detect lines in images and convert them into parametric equations
- Implemented modified-DFS algorithm to construct paths of lines from Sobel-filter generated edges
- Applied Fourier transformations for conversion of detected lines into parametric equations

Pointless - Infinite Drawing Canvas | github.com/kkoomen/pointless
- Contributed to an open-source desktop drawing app built in Tauri/Rust and React/JS with 1,300 stars
- Integrated colour selection widget into toolbar as React component using JavaScript

Typing Game | https://github.com/hunterchen7/typing-game
- Led and managed a group of 5 to build a typing game in Java using LibGDX and Gradle
- Developed Python program to parse over 10,000 words to generate level data with varying difficulty
- Designed SQL schema for use in SQLite database to store user data, level information and user scores
- Implemented helper classes to perform relevant CRUD operations on database
- Wrote comprehensive unit tests with over 95% coverage for database and user authentication methods

DeChess - Decentralized Chess Platform | github.com/deChess/deChess
- Designed and co-created a decentralized chess web app over a 4-week hackathon, receiving $11,000 in prizes and grants from Polygon, Filecoin, Streamr and others
- Leveraged React, the Ant Design UI and Chessground library to build simple and responsive chessboard UI
- Employed the Streamr Network SDK in JavaScript to facilitate real-time peer-to-peer data exchange of chess moves, clock times, and chat messages, with average latencies of 150-250 ms

CoinPort - DeFi Dashboard | ethglobal.com/showcase/coinport-todjy
- Co-developed a DeFi web dashboard for a hackathon, winning a $1000 prize
- Computed user balances of 4,000+ tokens over 30,000 transactions from RESTful APIs in Python
- Displayed processed data with ChartJS graphs on Flask-rendered HTML pages styled with Bootstrap

Education

- **Western University** | Honours BSc. Computer Science   Sep. 2022 - May 2026
  - **Extracurriculars:** HackWestern 11 Web Organizer/Developer, Google Developer Student Club member

Relevant Coursework

- Data Structures & Algorithms, Artificial intelligence, Operating Systems, Databases, Software Engineering, Computer Architecture, Analysis of Algorithms, Systems Programming, Object-Oriented Programming