Ian Chen

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Education

BASc in Computer Engineering, *University of Toronto* (September 2018 – April 2022)
- Cumulative 3.81 GPA, $5K faculty scholarship

Skills

Programming: Node.js, C++, C, Python, HTML, Javascript, TypeScript, Git, Arduino

Work Experiences

Software Developer - *Centivizer* (September 2019 – April 2020)
- Implemented multiplayer mode to an existing game using Socket.IO, which allowed players to compete with other players both locally and online
- Developed both the frontend and the backend for the game menu and the admin platform to monitor and maintain the information in the database
- Worked on user and session management and debugged various issues with the existing program in Node.js

Software Engineer - *YPCloud* (May 2019 – August 2019)
- Created and published a Snap application to transmit data to services of the company ran on the Linux platform
- Built admin tools with Node.js which increased both the efficiency and the accuracy of extracting data by 30%
- Integrated various projects into Docker and deployed 3 services onto servers
- Wrote numerous bash scripts for programs developed on the Raspbian operating system

Technical Experiences

Stock Block – *personal project* (May 2020)
- Developed a web application using Angular for getting real-time stocks information with Alpha Vantage API and storing personal transactions history with MongoDB
- Worked with RESTful API development, the MEAN stack, and Passport for user authentication

Mapperino - *University of Toronto C++ Coursework* (January 2020 – April 2020)
- Programmed with C++ with the GTK framework to implement a map system displayed on a Graphical User Interface
- Implemented various optimizations for graph search based on Dijkstra's algorithm and increased quality of result by 30% while meeting the time restriction for search
- Reduced render time for OpenStreetMap data by 50% for faster user interface loading

Personal Bubble - *personal project* (August 2019)
- Built a web application using the Python Flask framework in aims of having only one platform for multiple purposes including music playlists, reminders, calendar events, etc.
- Deployed the program online with Heroku

Certificates and Awards

Google Cloud Platform Essentials Certificate (October 2019)
- Worked with various tools used for Cloud services such as Kubernetes and learned about various topics including load balancers and setting up clusters for server processing

NewHacks Hackathon Winner (March 2019)
- Developed a smart and automatic plants watering system that is capable of notifying the user with various information such as when the plant needs water and how much water the plant needs depending on the growth stage of the plant with Python, Arduino and the library PySerial; awarded 1st place overall