# IAN CHEN

3rd Year Computer Engineering Student

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## EDUCATION

**University of Toronto**

Sep 2018 - Apr 2023
- BASc in Computer Engineering
- Minor in Artificial Intelligence
- Certificate in Engineering Business
- Cumulative GPA: 3.77 / 4.00

## SKILLS

**Languages**
- C++
- Javascript
- Python
- Java
- SQL
- HTML

**Frameworks/Scripting/Tools**
- React
- Node.js
- Bash
- Git

## AWARDS

- 2019 NewHacks Hackathon Winner
- 2018 - 2021 Dean's Honors List

## RELEVANT COURSES

- Algorithms and Data Structures
- Operating Systems
- Web Programming
- Databases
- Machine Learning
- Computer Networks
- Software Communication & Design

## WORK EXPERIENCES

### Intel
Software Engineer Intern

*Aug 2021 - Current | San Jose, CA*

- Developing a component of Quartus to assist users for diagnosing problems in their designs.
- Coding in C++ to ensure user design violations are caught early in the compilation process.

### Amazon Web Services (AWS)
Software Engineer Intern

*May 2021 - Jul 2021 | Vancouver, BC*

- Deployed an internal service in Java with an automated pipeline to productionize the data processing step for the generation of database availability reports.
- Enhanced service capabilities to include jobs scheduling, metrics emission, logs storage, and anomalies detection using various AWS services.
- Wrote various unit tests and integration tests with EasyMock for the service to achieve code coverage of ~70%.

### Centivizer
Software Developer

*Sep 2019 - Feb 2020 | Toronto, ON*

- Implemented a new mode to their game using Socket.IO, which allowed players to compete with others both locally and online; resulted in a 25% increase of total users.
- Refactored company code in Node.js for sending data to their database which reduced the server costs by 10%.
- Developed the interface for the multiplayer game menu using HTML, CSS, and Javascript.

### YPCloud
Software Engineer Intern

*May 2019 - Aug 2019 | Taipei, TW*

- Developed a Snap application with Node.js to transmit data to company services running on the Linux platform which was used by 2 company clients.
- Wrote bash scripts to orchestrate system start-up tasks and to test other programs; the scripts were used in 80% of the company Linux servers.

## TECHNICAL PROJECTS

### Mapperino
*UofT Course Project*

- Programmed with C++ with the GTK framework to implement a map system with features such as pathfinding and searching.
- Implemented various optimizations for graph search based on Dijkstra's algorithm and increased the quality of result by 30%.
- Reduced render time for OpenStreetMap data by 50% for faster user interface loading.

### Money Manager
*github.com/ianyechen/money-manager*

- Deployed a web application dedicated for personal finance management and community discussions.
- Worked with RESTful API development, the MERN stack, and Material-UI.

### Personal Bubble
*github.com/ianyechen/personal-bubble*

- Developed a web application using Python Flask which functions as a multi-purpose platform with features including music playlists and reminders.
- Worked with YouTube API to allow for user customization with the music playlists.

## EXTRACURRICULARS

### Leadership, Experience, Opportunities Club
Club President

*Sep 2014 - Jun 2018 | Surrey, BC*

- Led over 150 members to serve the community by hosting 15+ events and fundraisers.
- Distributed food and clothing to over 90 homeless individuals and donated $2000+ to local charities.