

Ian Chen

647-563-1098 | ianye.chen@mail.utoronto.ca

github.com/ianyechen | [linkedin.com/in/chen-ian](https://www.linkedin.com/in/chen-ian) | ianyechen.github.io

Education

UNIVERSITY OF TORONTO

Major: Computer Engineering

Minor: Artificial Intelligence

Cumulative GPA: 3.81

Expected Graduation Date: April 2022

Honors: Dean's List 2018 - Current

Work Experiences

SOFTWARE DEVELOPER | CENTIVIZER

September 2019 – April 2020 | Toronto, ON

- 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 | Taipei, Taiwan

- 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

Skills

TECHNICAL SKILLS

Node.js, C++, C, Python, HTML, Javascript, TypeScript, Git, Data Structures

SOFT SKILLS

Leadership, Bilingual Communication (English and Mandarin), Initiative

Extracurriculars

CLUB PRESIDENT | LEADERSHIP, EXPERIENCE, OPPORTUNITIES CLUB

September 2014 – June 2018 | Surrey, BC

- Led over 150 members to serve the community by hosting events and having over 15 fundraisers
- Distributed food and clothes to over 90 homeless individuals and donated over 2000 dollars to local charities

Technical Projects

STOCK BLOCK (personal project)

<https://github.com/ianyechen/stock-block>

- Developed a web application using Angular for getting real-time stocks information with Alpha Vantage API and storing personal transactions history and details with MongoDB
- Worked with RESTful API development, the MEAN stack, and Passport for user authentication

MAPPERINO (UofT C++ coursework)

- 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)

<https://github.com/ianyechen/personal-bubble>

- Built a web application using the Python Flask framework in aims of having only one platform for multiple purposes including music playlists, reminders, etc.
- Worked with YouTube API to allow user customization with the video playlist
- Deployed the program online with Heroku

HOOLA (personal project)

<https://github.com/ianyechen/hoola>

- Working with the Python Kivy framework to create an Android mobile card game that will support online multiplayer mode

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