

Hanlai Chen

12 York Street, Toronto, M5J 0A9 | 416-704-8366 | michael2221807@gmail.com

My website

Please look at my website to get more about me and my projects: <https://michael2221807.github.io/>

Education

BACHELOR OF SCIENCE | NOV 2020 | UNIVERSITY OF TORONTO

- Specialist in Computer Science, focus on Artificial Intelligence, and Information Technology
- Computer Science Related Course GPA: 3.46

Skills & Abilities

PROGRAMMING

- Proficient in programming languages like C, C++, C#, Python, Java
- Familiar with SQL and NoSQL database
- Experience with OpenCV, PyTorch, TensorFlow, and OpenGL
- Work with all operating system, Linux/Windows/macOS, and experience with Bash and PowerShell

PERSONAL BRAND

- Attention to detail, self-discipline and responsible
- Creative, motivating, flexible, punctual and have Strong problem-solving skill.

Experience & Projects

WEB DEVELOPMENT | [KNOWARK.CA](#) | JAN 2021 – JUN 2021

- Collaborated with our partner and develop a platform that supports the disability community.
- Built with **React**, **NodeJS**, **DynamoDB**, **JavaScript** and deployed and monitored with multiple **AWS** infrastructures.

COMPUTER VISION | [REAL-TIME SOCIAL DISTANCE DETECTOR](#) | SEP 2020 – JAN 2021

- Developed with **Python**, **OpenCV**, and trained convolutional neural network with **Darknet**.
- Implemented filter program to select training data and achieved a final **mAP** of 65% while maintaining **real-time** performance.

WEB DEVELOPMENT | [POKEMON TRAINER](#) | JAN 2020 – JUN 2020

- Built with **React**, **NodeJS**, **JSON**, and **MongoDB**, **JavaScript**, and deployed by Heroku.
- Developed APIs for **database access**, **user management** and **admin control panel**.

JAVA DEVELOPMENT | [ANDROID GAMECENTER](#) | SEP 2018 – JAN 2019

- Application and games were developed with **Android Studio**, **Xml**, **Java**, and followed **SOLID** principle.
- Implemented with **Design Patterns** including **singleton** and **serialization**, and **factory**.

UNITY DEVELOPMENT | [CRAZYSTACK](#) | JAN 2019 – PRESENT

- Built with Unity engine and C#, implemented different APIs for user data storage, game object management and scenes generation, etc.