

# PHILIP CHEN

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## Education

**University of Waterloo**  
*Bachelor of Computer Science*

**Sep. 2023 – April 2028**  
*Waterloo, ON*

## Relevant Courses

CS 145: Designing Functional Programs (Advanced Level)  
MATH 145: Algebra (Advanced Level)  
MATH 137: Calculus 1 for Honours Mathematics

## Experience

### Whitby School of Music

**July 2021 – Present**

*Piano Teacher*

*Whitby, Ontario*

- Teach weekly lessons combining practical piano and music theory instruction.
- Help prepare advanced students for Royal Conservatory of Music (RCM) and Conservatory Canada exams.
- Teach a wide range of ages, from early elementary school children to high school students; learned to adapt my teaching methods to each student's learning style and maturity level.
- Significantly furthered all of my students' musical development.

### Target Alpha

**January 2022 – May 2022**

*Regional Director of Marketing*

*Canada*

- Helped high school students develop their financial literacy skills through organizing conferences, competitions, and educational resources.
- Designed competition resources and promoted events through posters, advertisements, social media posts, videos, and emails to schools and youth organizations across Ontario.
- Worked closely with Target Alpha's Alberta and British Columbia branches to promote their own provincial competitions/events and create educational videos on financial literacy.
- Led the outreach, promotion, branding, and content creation for the annual Financial Planners' Conference: with 180 competitors, the competition featured professional judges, a budgeting workshop, and presentations from university alumni and CPA.

## Projects

### Zombie Survival Game | *Java, Swing*

- Made a top-down zombie survival video game using Java.
- Created the user interface for the video game using Java AWT.
- Used Swing to implement a JFrame for hosting the user interface.
- Used multi-threading to instantiate and concurrently run multiple *zombies* while the *survivor* continuously awaits instructions from the player's keyboard input.
- The game features a dynamic splash screen, a main menu, a live leaderboard, and a game over screen.

### Mark Book Program | *Java*

- Created a mark book program using Java for teachers to store, view, and update student mark information.
- Features a colourful splash screen designed with Java AWT.

### TinDog (Tutorial Project) | *HTML, CSS, Bootstrap*

- Designed a full-fledged user interface using HTML, CSS, and Bootstrap framework for TinDog, a satirical website that simulates Tinder for dogs.
- Used Bootstrap for the main website components, website layout, and website responsivity.
- Made style adjustments using CSS.

## Technical Skills

**Languages:** Java, Python, HTML/CSS, JavaScript, Racket

**Developer Tools:** VS Code, PyCharm, IntelliJ IDEA, Eclipse, DrJava, DrRacket

**Frameworks/Libraries:** Swing, Node.js, React, Next.js, Three.js, Tailwind CSS, Bootstrap

## Leadership / Extracurricular

### Skyky Multicultural Learning Foundation

**October 2021 – Present**

*Organizing Committee Executive*

- Inspired, educated, and encouraged kids to become the best versions of themselves.
- Organized the Skyky Youth Charity Concert, an annual fundraising event in support of the Hospital for Sick Children (SickKids); raised over \$13,000 for SickKids.
- Our initiatives have been recognized in personal letters directly from Prime Minister Justin Trudeau, Premier Doug Ford, and former Mayor John Tory.