

Shirley Chen

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EDUCATION

University of Toronto | Toronto, ON

2021 - Present (Expected Graduation 2025)

Bachelor of Information (second-entry professional undergraduate program)

- **cGPA:** 3.82

Coursework: Probability and Statistics, Discrete Mathematics, Computational Theory and Reasoning, Software Design, UX Design Studio, Cognitive Science, Linear Algebra, Calculus

SKILLS & CERTIFICATIONS

- **Skills:** Python, LaTeX, SQL, R, HTML, CSS, JavaScript, Git, Tableau, Microsoft Excel, Adobe Creative Suite, OOP and SOLID, UX/UI design principles and methods, Figma, Miro
- **Certifications:** Google Cloud Skills Boost: Generative AI, Udemy Complete SQL Bootcamp Certification

EXPERIENCE

Director of Partnerships | Students in Data Science and Statistics (SDSS) UofT

Toronto, Ontario, Canada

Sep 2023 - Present

- Leads finance team to develop partnership expansion strategies and the organization's long-term goals to grow the community and interest of statistics and data science among the University of Toronto student population
- Executes sponsorship and partnership initiatives for events accessible to **120+ general members**
- Cultivates and maintains strong relationships with external partners, stakeholders, and industry leaders to enhance collaborative opportunities and support the overall SDSS mission

Boutique/Inventory Associate | Aritzia LP

Toronto, Ontario, Canada

May 2022 - Present

- Maintains accuracy within a database of inventory items, including pricing, styles, product codes, and precise quantity measurements by using DataScan technology and by analyzing inventory and restock reports regularly
- Receives, processes, and distributes shipments of allocation and replenishment products (varies from **200-1200 units**) and calculates shipment processing times to execute organization and time management
- Collaborates with the merchandise and sales team to maintain retail and clientele support

Outreach Director | Inova Computer Association

Vancouver, British Columbia, Canada

Sep 2019 - Aug 2021

- Worked alongside the executive team with the objective of spreading interest in computer science throughout the Lower Mainland by contacting venues, sponsors and workshop leaders for events with **40+ participants**, and marketing events such as Python workshops, Introduction to AI, etc.
- Facilitated data research after each event to review both effective and unproductive marketing methods

PROJECTS

Subscriptions Super Simplified (Miro, Figma) - UX Researcher, Designer

Oct - Dec 2023

- Researched and designed subscriptions management app aimed at resolving common user challenges within subscription services (cancellation, reminders, modification, etc.)
- Conducted statistical analysis on primary research to **identify patterns, trends, and quantify relationships between variables within the dataset** and develop **predictive models**
- Applied UX design principles and research methods such as **usability testing, low and mid fidelity prototyping, empathy mapping**, etc. to ensure a user centric approach

Wishlist Management Software Design Project (Java) - Frontend Developer: "Starlight Wishes"

Sep - Dec 2022

- Designed and developed a wishlist application to organize users' purchases and compare prices across the web
- Focused on the GUI portion of the project using Java, implemented **Clean Architecture** and **SOLID Design Principles** to deliver a user-friendly and responsive product
- Practiced **version control using Git**, refactoring, and code reviews to sustain efficiency among group members