Vicky Chen

Software Engineer

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Education

University of Toronto

Expected Graduation Dec 2024

HBSc, Computer Science Specialist & Biology Minor

Mississauaga, Ontario

• Relevant Coursework: Software Design, Software Tools and System Programing, Computer Organization, Data Structure and Analysis, Intro to Software Engineering, Operating System, Computational Complexity and Computability, Intro to Machine Learning, Computer Organization, Computer Networking

Skills

Languages: English (native), Mandarin (native)

Developer Tools: Python, Java, C, JavaScript, Bash, Shell, Typescript, AWS (DynamoDB, Amplify), Microsoft Azure, Docker, MongoDB,

Machine Learning, Git, Agile Development

Soft Skills: Problem Solving, Communication, Attention to Detail

Work Experience

Software Engineer Intern

June 2023 - May 2024

Thomson Reuters Toronto

- Collaborated on large-scale infrastructure projects, developing and optimizing workflow in the ONESOURCE Platform
- Designed and implemented Python scripts leveraging AWS DynamoDB and Apigee, streamlining data update processes and enhancing system efficiency for seamless integration and data management
- Utilized Microsoft Azure for backlog management and project planning within the SCRUM Framework
- · Executed end-to-end tasks using TypeScript and Angular across front-end and back-end

General Intern May 2022 - June 2022

3rdi Laboratory Inc.

Remote

- Researched and compiled logistical data entries on Microsoft Excel for over 100 global museums, driving initiatives for data-driven partnerships and improved data analysis processes
- · Enhanced website performance through WordPress contributing to continuous delivery and infrastructure monitoring

Lead Instructor Sept. 2021 - April 2022

Code/Art

Remote

- Encouraged students to learn **Python** and **Javascript** leading hands=on coding projects while fostering a positive learning environment
- · Managed virtual classrooms and maintained high engagement using icebreakers and interactive coding activities

Extracurricular and Projects

Personal Website: vickychen.space $\mathcal{O} \mid React.js$, AWS Amplify

2022 - Ongoing

- Built a dynamic, responsive website using the React.js framework and NPM for efficient package management
- · Deployed and hosted the website seamlessly using AWS Amplity, ensuring reliability and scalability

MyShell $\mathscr{O} \mid C$, bash, Linux

2022

- Developed a custom terminal using **C** in Unix-style environment, implementing core Unix concept such as **pipes**, **file processing** and **signal** for robust command execution and inter-process communication
- Created and optimized key functionalities (e.g., echo, cat, var) while gaining a deep understanding of **process management** and **shell programming** in a **Unix-like environment**, dedicating over 600 hours to **designing**, **debugging**, and **problem-solving**

InDevConnect & | Prototype, Design, Research

2022

- Conducted interviews, surveys, and observations to implement a prototype aimed to increase indie game exposure
- · Generated multiple workshops with potential users to improve low-fidelity prototypes using pre-designed scenarios
- · Analyzed results from workshops with heuristics and wrote usability reports of findings
- Designed and generated a high fidelity prototype in Figma with multiple useability interfaces

Vice-President of Event | Harmonix Music Club at University of Toronto

- · Orchestrated a talent show that brought over 100 attendees and generated over 800 dollars in revenue for donations
- Created an environment for music lovers to practice and interact with each other
- · Responsible for event organization from beginning to end including venues, auditions, lighting, budgeting, and more