

Frank Chen

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PROFILE

Experience in a variety of **programming languages**.

Highly **independent** and able to **supervise** team members.

Quick learner and **highly adaptable** to rapidly changing requirements.

Ambitious, always striving for excellence and seeking feedback.

Able to **communicate efficiently** and professionally.

EDUCATION

Bachelor of Arts and Science (Computer Science & Mathematics)

University of Toronto

Graduated 2016

SKILLS

Java

Python

Objective-C

Advanced Algorithms

HTML/CSS

JavaScript

Web Development

Agile Development

EXPERIENCE

Web Designer

Hummingbird Trading Inc.

2014 – Present

- Designed and developed an entire e-commerce retail site using the Shopify platform from POS interface to backend infrastructure

Web Developer

Freelance

2013 – Present

- Worked with clients to design highly responsive web sites all the way from requirements gathering, proof of concept design to deployment
- Provided Search Engine Optimization services to clients to help boost their page ranking and client reach

Assistant Manager

Vigoss Jeans

2010 – 2011

- Worked directly with the Purchasing and Finance departments to procure and manage inventory
- Co-supervised employees to regulate the procedure of work and duties

PROJECTS

Minesweeper Solver

Python, Algorithms

- Designed and developed an implementation of the classic “Mine Sweeper” game with an auto solve capability
- Implemented backtracking search with GAC (Generalized Arc Consistency) algorithm and MRV (Minimum Remaining Values) Heuristics

Video Game Skills Simulator

Python, Data Mining

- Extracted data from encoded game files and converted to Excel and images
- Created presentation layer using HTML and Java Script

St. Clements Scheduling System

Java, Agile Development

- Designed and developed interactive scheduling system for parent-teacher interviews
- Worked iteratively with Stakeholders to incorporate feedback directly into development cycle

Video Game Fansite

HTML/CSS, Javascript, WordPress

- Designed and managed a fansite with jQuery add-ons
- Tracked, collected and analyzed information of users’ activities

Tarot App (IOS)

Objective-C

- Implemented fully animated divination process
- Designed user interaction such as featured shuffle process

VR (Virtual Reality) First Person Shooter Game

Unity3D

- Designed character actions and interaction with surrounding environment
- Implemented Oculus Rift VR