

Anton Chen

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EDUCATION

The University of British Columbia ▪ *Bachelor of Science
Combined Honours in Computer Science and Statistics*

Vancouver, BC

Sep. 2019 — Present

- Trek Excellence Scholarship recipient, awarded to the top 5% of undergraduates; cumulative average of 92% (4.0 GPA).
- *Coursework:* data structures, algorithms, OOP, software engineering, multi-threading, software architecture, applied statistics, honours linear algebra, and honours multivariable calculus (all courses received A+).

International Baccalaureate ▪ *Mathematics HL (7/7) and Physics SL (7/7)*

Sep. 2017 — May 2019

WORK EXPERIENCE

Amazon.com, Inc.

Vancouver, BC

Incoming Software Development Engineer Intern

May 2022 — Jul. 2022

- Scheduled to complete a 12 week internship at Amazon as a Software Development Engineer, with team pending.

VIPRE Security Group ▪ *Email Security Cloud*

Burnaby, BC

Software Engineer Intern, in Test

Jan. 2021 — Aug. 2021

- Led design and development of test automation framework in Python for backend email-processing cloud services.
- Implemented REST API endpoint testing libraries against core spam and virus detecting Docker microservices.
- Refactored existing verification methods to utilize concurrency, reducing test suite runtimes by over 65%.
- Designed and automated end-to-end tests with Python's Robot Framework on highly distributed AWS cloud services and MySQL databases, processing over 1.2 billion emails monthly from 50 000 business customers.
- Wrote SQL queries to manage paid customer package configurations and cached virus sample metadata.
- Trained and mentored full-time software engineer hire with system architecture, scripting, and reading code bases.

TECHNICAL PROJECTS

Safe Walk Route Planner ▪ *Pinnacle 2021 Hackathon Project*

Sep. 2021

- Invite-only hackathon for the winning teams of the top 50 North American collegiate hackathons, hosted in Dallas, TX.
- Member in team of five; built a web-app offering crime-data-driven route planning to increase student safety on campus.
- Implemented a custom pathfinding algorithm in JavaScript using the Google Maps Directions API, finding the safest route between two locations by leveraging FBI crime statistics from a Cloud Firestore NoSQL database.

Rubik's Cube Solver Neural Network ▪ *Solo Project*

Aug. 2020

- Designed and implemented a deep neural network with TensorFlow, solving any Rubik's cube with over 70% success rate.
- Developed a data generation algorithm in Python, producing 8 million scramble patterns and corresponding solutions.

Two-Dimensional Physics Engine ▪ *Solo Academic Term Project*

Jan. 2020 — Apr. 2020

- Engineered a GUI application in Java to simulate inelastic object collisions, using OOP principles and the MVC pattern.
- Incorporated data persistence with CRUD data-parsing algorithms, allowing users to manage multiple environment states.

EXTRACURRICULAR EXPERIENCE

Competitive Robotics ▪ *VEX Robotics Club*

Sep. 2018 — Feb. 2019

- Member in team of five; designed and programmed autonomous VEX robot from scratch in ROBOTC, a C-like language.

Volunteering and Community Service ▪ *Volunteering Club*

Sep. 2016 — Jun. 2019

- Over 50 hours of varied volunteer experience; taught grade school kids coding fundamentals with Scratch and code.org.

TECHNICAL SKILLS

Languages: C/C++, Python, Java, SQL, R, Bash, JavaScript/TypeScript, HTML/CSS, L^AT_EX.

Frameworks and Libraries: TensorFlow, Robot, JUnit, Swing, NumPy/Pandas, Matplotlib.

Developer Tools: Git, Unix/Linux, Docker/Docker Compose, Atlassian Product Suite.

Methodologies: Agile, Scrum, Kanban.