Rayton Chen

rayton.chen@gmail.com • +1 (226)-350-3240 • LinkedIn • GitHub • Website

Education

University of Waterloo (Bachelor of Computer Science) *Sep 2023 – Dec 2027*
- René Descartes National Scholarship
- Cumulative Average: 91.0%

Skills & Technologies

- **Languages**: Java, C/C++, Python, JavaScript, TypeScript, C#, HTML, CSS, Bash
- **Frameworks & Tools**: Git, Docker, AWS, Spring, ASP.NET Core, Angular, Azure, SQLite, Node.js

Experience

Amazon *May 2024 – Aug 2024*
Software Development Engineering Intern *Vancouver, BC*
- Designed a system to automatically update fulfillment center data by monitoring **Amazon SNS** messages using **Amazon SQS**, **Amazon S3**, and **AWS Lambda**, eliminating manual maintenance and ensuring real-time data accuracy
- Developed and launched a configuration management app with **JSP** and **Spring MVC** to resolve 160+ tickets/year
- Remodelled an **AWS AppConfig** schema and migrated 500+ fulfillment centers to the new configuration model

MasseyHacks *Sep 2022 – Jun 2023*
Co-director (23) • Tech Member (22) *Windsor, ON*
- Coordinated event details with administration to prepare for 200+ attendees (80% increase from 2022)
- Led the Finance team to secure $12,000 in funding, exceeding the previous year's total by 25%
- Managed communication and negotiation to purchase 600+ food servings and $3000 of merchandise
- Directed the Technology team to develop a modern and responsive event website and verification system

Vincent Massey Computer Science Club *Sep 2021 – Jun 2023*
Contest Organizer (22, 23) • Senior Stream Teacher (22) *Windsor, ON*
- Taught algorithms and data structures and their applications to 20+ senior members for 20+ total hours
- Organized 7 programming contests with 30+ challenges (created with **Python** & **C++**) to train 40+ contestants

CodeReach *Oct 2022 – Jun 2023*
Co-director *Windsor, ON*
- Coordinated the operation of a free 5-month web development program for 60 middle-school students
- Designed the program curriculum and 3 course projects (**HTML**, **CSS**, **JavaScript**) with the instructors
- Collaborated with Tech team to develop promotional platforms and set up communication systems

Projects

Q&A Platform 🔗
- A general-purpose Q&A platform with additional functionalities such as search, filter tags, and LaTeX math notation
- Containerized the front-end and back-end using **Docker**, allowing consistent deployments and versatile usage
- Built with **Angular** for dynamic UI, **ASP.NET Core** for highly performant web APIs, **SQLite** for lightweight storage

UNO 🔗
- An online multiplayer clone of a turn-based card game, built with **Node.js** (using Express.js) and **HTML/CSS/JS**
- Implemented real-time communication and interaction between players using **Socket.io** to minimize latency