

Chris Chen

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EDUCATION

Faculty of Arts & Science, University of Toronto – St. George
Honours Bachelor of Science, Computer Science

Toronto, ON
September 2025 – April 2029

- CGPA: 3.68 / 4.0
- Relevant Coursework: Data Structures, Object-Oriented Programming, Calculus, Linear Algebra, Classical Mechanics, Electricity & Magnetism

SKILLS

Languages: Python, JavaScript (+ HTML & CSS), Java, PHP

Web Development: Node.js, Next.js, Better Auth, Vercel, Render, Cloudinary, Postman, Web Design, Google Search Console

Cloud & Databases: MongoDB, Supabase, Prisma, AWS, Heroku

Hardware & AI/ML: SolidWorks, OnShape, Arduino, TensorFlow, OpenCV

PROJECTS

Inkference

Full-Stack Developer & Designer

August 2023 - November 2025
<https://inkference.app/profile/cchryx>

- Developed and deployed a responsive, production-ready web application utilizing Next.js for server-side rendering and Vercel for continuous integration and optimized edge hosting.
- Implemented secure session management and user authentication by integrating Better Auth to support credential-based and OAuth (Google and GitHub) registration workflows.
- Developed a robust data pipeline utilizing the Prisma ORM alongside Supabase/PostgreSQL to handle structured application state, relational schemas, and real-time database queries.
- Integrated Cloudinary for high-performance, automated media management, optimizing asset delivery pipelines to minimize page-load latencies.
- Leveraged Google Search Console to monitor search queries, optimize indexation, and analyze site analytics to systematically grow web visibility and performance.

Competitive Robots (PLUTO - 2024 & HYDRA - 2025)

Java, Mechanical Design & Manufacturing, TensorFlow, OpenCV

July 2023 - April 2025

- Lead website designer (for sponsorships), programmer, and build engineer for Team 19498 Devolotics to place #2 out of 134 teams in Ontario for the FIRST Tech Challenge, competing at the Houston, Texas 2024 World Championships against 224 teams from around the world.
- Wrote autonomous programs that integrated 6 different sensors (including a HuskyLens AI camera), 8 motors, 10 servos, object tracking with OpenCV and TensorFlow, robot pathing with the Roadrunner library and then Pedro Pathing, and precise motor control with PID controllers.
- Developed three robot iterations designed in the 3D modeling software Onshape, using machined aluminum, PLA, PETG, and polycarbonate.

LEADERSHIP

Scarborough STEM Alliance

Non-profit, Operations Executive, Volunteer Co-Ordinator

July 2023 - February 2025

- Developed and implemented lesson plans, and managed volunteer training to facilitate Python/EV3 workshops for over 500 students.
- Partnered with 25+ TDSB schools, libraries, and City of Toronto summer camps to deliver engaging coding and robotics programs, inspiring and empowering youth across the city.
- Created custom two-wheel-drive robot kits using Arduino microcontrollers for Just Cause Canada, providing an international outreach program for students at Amazing Love Primary School in Namutumba, Uganda to learn programming and hardware engineering.