

Peter Chow

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EDUCATION

- **University of Toronto Scarborough** Toronto, ON
 - *Honours Bachelor of Science: Co-op Computer Science Specialist Program; GPA: 3.51* *Sept. 2020 - Present*
 - **Specialization:** Software Engineering Stream
 - **Awards:** Dean's List 2020-2024, Entrance Scholarship
 - **Clubs:** Vice President of Tech at Web3 at the UofT Scarborough (W3B), Admin Director at Novelty: the Cantonese Students' Association (Novelty), The Association of Mathematical and Computer Science Students (AMACSS)
 - **Relevant Courses:** Systems Programming, Computer and Network Security, Analysis of Data Structures & Algorithms, Linear Algebra, Multivariable Calculus, Computer Organization, Operating Systems, Computability and Computational Complexity

SKILLS SUMMARY

- **Languages:** JavaScript, TypeScript, C#, SQL, C, Python, Java
- **Frameworks:** ReactJS, NodeJS, Express, Redux, Redux-Saga, ChakraUI, NextJS, Tailwind CSS, Flask, Flutter, SocketIO, Selenium, Puppeteer, Jest
- **Tools:** Git, Unity, Android Studio, Docker, Jira, Confluence, Swagger, Azure DevOps, SSIS, SSRS, Jenkins
- **Platforms:** Linux, MacOS, IOS, Android, Firebase, Supabase, Google Cloud, DigitalOcean Droplets, Nginx, Heroku, Google Apps Script, Visual Studio
- **Databases:** Neo4J, MongoDB, Microsoft SQL Server, SQLite

EXPERIENCE

- **Software Developer Intern**
 - *Dayforce - Toronto, ON* *Jan. 2024 - Dec. 2024*
 - Contributed to the Benefits team by developing multiple features within a React-based microfrontend architecture for Dayforce, ensuring responsive design and seamless cross-platform compatibility.
 - Developed and deployed feature enhancements and bug fixes for the Dayforce Benefits Module using C# and the .NET framework, collaborating with Product Managers to align technical solutions with business needs. This resulted in significant improvements to both functionality and user experience.
 - Wrote and maintained comprehensive unit test cases for React components, ensuring high code quality, stability, and reducing regressions across the microfrontend architecture.
- **Full Stack Developer Intern**
 - *SS&C Technologies - Toronto, ON* *Sept. 2022 - April 2023*
 - Developed several full stack internal ReactJS applications and deployed services into production that are used by the company.
 - Worked on several back-end tasks (Microsoft SQL server, SSIS, SSRS) such as data migration/changes, creating SQL server jobs, and making stored procedures.
 - In charge of restoring the Jenkins CI/CD pipeline along with writing Jest unit tests and automated end to end testing with Puppeteer.
- **Web Developer Intern**
 - *Bless Asia - Hong Kong, HK* *June 2020 - Sept. 2020*
 - Developed a website for an art exhibition for a client coded using HTML, CSS, and Javascript.
 - Gained hands-on experience with database technology using Google's Firebase and integrating it with the websites, replacing the need to buy a server, that led to a cost savings of \$4,000 CAD.

PROJECTS

- **Vectre - Web3 Social Media Platform:** Constructed a full stack web application built with ReactJS, Redux, Express for a social media platform centered on the Web3 community.
- **Quizzify:** An interactive quiz platform inspired by Kahoot, featuring real-time gameplay for educational and social gatherings. Implemented key features using React, Express, MongoDB, and Socket.io, including user registration/login with Google (via Auth0), quiz creation and templates, and live hosting with various game modes.
- **DocFer:** Developed DocFer, a web app facilitating document and message transfers between devices via browser. Features include reliability, anonymity, and free usage. Utilized WebSocket protocol and Socket.IO for client-server communication, hosted on Digital Ocean with Nginx as a reverse proxy.
- **Grüber - Grocery Delivery App:** Used Android Studio to develop the front end and Firebase for the backend of a grocery delivery Android application. Worked together with teammates and employed the scrum software development method in order to increase productivity and accountability.
- **PixelBoi: The Game:** Created a 2D adventure platform game using object-oriented programming principles and the C# monobehaviour API from the Unity game engine. Integrated PlayFab, a backend database owned by Microsoft, for the game that stores information on the leaderboards.
- **PassVault:** Designed and developed an IOS/Android app that can manage and store passwords locally using the Flutter SDK and integrated a password strength checker and a secure password generator. As passwords are stored locally, users do not have to worry about their data being stored elsewhere.