

Kirby Chen

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GitHub: github.com/Cloudykirby

Portfolio: kirby-chen.web.app

>LANGUAGES AND TECHNOLOGIES

- **Proficient:** JavaScript, Node.js, Express, SQL, PostgreSQL, React, Redux, Puppeteer, Axios, HTML, Phaser.io, Unix, RESTful API, DOM
- **Exposure:** Python, Firebase, Git, Heroku, AWS, jQuery, Flask, Mochi, Next.js, CSS, Sockets.io, React Native, Microsoft SQL Server, Azure, Photoshop, Linux

>PROFESSIONAL EXPERIENCE

Chiefly | (Frontend) Software Engineer Intern | Remote

Jan 2021 - Mar 2021

- Converted slackbot written in Python to Node.js using Javascript, Slack API, Express to convert 90% of legacy code to node.js
- Co-developed frontend application using Bubble.io and shaped at least 30% of webpage
- Overhauled database to improve database response by +10%
- Coordinated with two other Developer to fix critical bugs that improved performance by 15%
- Instructed three Interns in the technology used at Chiefly

North American Casin Group | Real Estate Research and Analyst Intern | New York, NY

Oct 2019 - Mar 2020

- Designed investment opportunity dashboards using Excel increase efficiency of property investment by 30%
- Examined and wrote 10+ detailed reports on potential real estate investment using Zillow and Excel, resulting in decision of choosing best property for investment

>EDUCATION

Fullstack Academy Immersive Software Engineer, Fullstack Academy of Code

Oct 2020

- A 17-week Immersive Software Engineering program
- Curriculum Include: Software Engineering Principles, JavaScript, and Computer Science

Bachelor of Business Administration, Baruch College

May 2019

>PROJECT WORK

Cheese E-commerce | Software Developer | [GitHub](#)

2020

An E-Commerce site that is dedicated to selling different varieties of cheese

- Delivered full-stack JavaScript application with self-contained, reusable, and testable components
- Created with React to keep the UI and state synchronized with each other
- Engineered the backend server using Express.js to speed up creation by 20%
- SQL was used to help manage and sort data that was put into database

Boo Bash| Software Developer | boo-bash.herokuapp.com | [GitHub](#)

2020

A top-down first-person shooting game that ran on browser

- Applied Socket.io to allow for multiplayer functionality as well as both server and client-side logic to prevent malicious users from cheating
- Phaser.io was gaming development framework used to help accelerate the creation of app by 60%
- Constructed 100% of the map using Tiled

Covid Vaccine Tracker | Co-Developer | [Github](#)

2021

Vaccine Tracker to inform and convince others to go get vaccinated

- Get location and availability of COVID vaccines using Puppeteer to scrape, seed, and update Vaccine information with 30 + entries
- Architected frontend using React and Redux to improve code readability

Maze V2 | Solo Developer | [GitHub](#)

2021

Randomize maze generator that players can solve

- Learning maze generation algorithms such as Kruskal's algorithm