Eric Chen

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EDUCATION

Stony Brook University – Stony Brook, NY Graduation **May 2024**
B.S in Computer Science **GPA: 3.75/4.0**

TECHNICAL SKILLS

Languages: *C#, Python, Java, C, JavaScript, TypeScript, HTML, CSS*
Technologies: *Microsoft Azure, MongoDB, REST API, Git, Figma, Express, Node, React*

EXPERIENCE

Software Engineer, Microsoft – New York, New York August 2024 – Present

- Shared Infra Team. Developed a library for the Azure Communication Service (200+ engineers) and reducing toil when developing and maintaining services. Consolidated hard to understand concepts and services into an easy to use library while keeping security in mind.
- AI Ops Team. Developed and maintained an AI tool to automatically run troubleshooting guides.

SWE Intern, **Microsoft** – Redmond, Washington May 2023 – August 2023

- Developed an AI copilot to assist Technical Project Managers coordinate cross-team projects by leveraging *Azure Open AI*, Microsoft Teams, and *Azure DevOps* work items.
- Created custom *Semantic Kerne*l plugins for interactions in Azure DevOps and Microsoft Teams, such as chat plugin, fetching and analyzing data plugin, and schedule tasks plugins.
- Identified a service breaking bug in a semantic kernel version and contributed to pinpointing its replication process and fix.
- Presented a talk about Semantic Kernel and its application in the copilot stack to 30+ engineers, managers, and executives.

Explore Intern, **Microsoft** – Redmond, Washington May 2022 – August 2022

- Designed and developed an impactful internal tool for *chaos engineering*. Improved 100+ developers by significantly improving time to production.
- Utilized *Chaos Studio* and *C#* to simulate potential system vulnerabilities and failure points such as database failure and virtual machine failure.
- Authored a design document that outlined the functionality and implementation details of the chaos engineering tool to teach curious Microsoft engineers about *chaos engineering* and its impact.

PROJECTS

Redstone – Programing Language – C# January 2026

- Designed and implemented a Minecraft-themed language pipeline in C# with lexical analysis, parsing, AST construction, operator precedence, scope management, and runtime evaluation.
- Implemented core language features including if-else statements, control flow signals, variables, while loops, functions, common data types, and call stack management.
- Developed a custom VS Code extension providing syntax highlighting and improved developer experience.

QRGen – Web application – TypeScript, React January 2026

- Built a React + TypeScript web application for generating and customizing QR codes, supporting multiple data types including Wi-Fi credentials, vCards, email, and URLs.
- Implemented real-time styling and customization options, including color, size, icons, and layout, with a responsive UI and the ability to preview and download styled QR codes.

GitHub QA – Semantic Kernel / ChatGPT Plugin – C# July 2023

- Developed and implemented a GitHub question and answer plugin that lets users pose inquiries related to GitHub repositories and receive informative responses.
- Enabled seamless interaction with both public and private GitHub repositories for over 1000+ developers worldwide.

AR Mini Golf Simulator – AR app – C#, Unity March 2024

- Built an AR mini golf simulator in Unity using C#, enabling players to place and play virtual courses in real-world environments with physics-based interactions.
- Implemented realistic ball physics and AR environment tracking to create an immersive and interactive gameplay experience.