Maosen Chen

Web Developer, Software Engineer

Experience

2017-Present **Software Engineer**, Airline Software Company, Toronto, ON.

Building software solutions to key players in the airline industry

- o Implemented user interface infrastructure and UI components using React, Redux and GraphQL.
- o Developed easy-to-use robust features that perform and scale in a multi-tenant environment.
- Worked on building rapid prototypes as well as production level software.
- Contributed to the all aspects of the engineering process (i.e. Agile, design reviews, etc.).

Education

2015-2017 M.Eng in Electrical and Computer Engineering, University of Toronto, Toronto, ON.

Related Courses: Algorithms and Data Structures, Design Trade-offs in Digital Systems

2011-2015 B.Eng in Electrical and Electronics Engineering, The University of Manchester, Manchester, UK.

> Conducted a project with other 4 fellow students to build a micro-controller based autonomous line following robot

Personal Projects

Live | Github maosen-chen.me.

My personal portfolio website (HTML, Sass, JavaScript, jQuery, Webpack, Photoshop).

- Implemented typing animation and interactive user interface using JavaScript and jQuery.
- Wrote modular CSS following BEM methodology.
- o Responsive web design using media queries.
- Configured Nginx web server with SSL certificate to host the site.

Live | Github Voting App.

Online voting platform that enables authenticated users to vote and create their own polls (React, Redux, Node.js, Express.js, MongoDB, D3.js, Webpack, Babel).

- Developed back-end REST API using Node.js and Express.js.
- Designed MongoDB database schema to model user and voting data.
- o Built front-end user interface using React and Semantic UI.
- Visualized poll data using D3.js.
- o Implemented server-side rendering for faster page display and better SEO.

Live | Github Tic Tac Toe Game.

Minimalist Tic Tac Toe game with unbeatable AI (HTML, CSS, JavaScript).

- Animated user interface using JavaScript and CSS.
- Developed unbeaten AI by implementing min-max algorithm.

Technical Skills

Languages, JavaScript (ES6, ES5), TypeScript, Java, C.

Front-end, React, Redux, jQuery, Bootstrap, Semantic UI, D3.js, Webpack.

Back-end, Node.js, Express.js, hapi.js, GraphQL, MongoDB, Postgress, Nginx.

Tools, Git Version Control, Chrome Developer Tools, Vim, Photoshop, Google Analytics.