

Michelle Jing Chen

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Work Experience

Grow Inc, Sydney NSW

Senior Software Engineer | October 2024 - Current

- Enhanced existing APIs to support batch ingestion for an industry super fund with 1M+ members and 30K+ daily contributions, increasing processing speed from ~29 to ~390 transactions per minute.
- Developed a batch EOM processing solution for a new client, streamlining member payments and reducing processing speed by ~28%.

Software Engineer II | September 2023 - October 2024

- Led knowledge transfer sessions for new developers and cross-functional teams, reducing onboarding time and improving knowledge retention.
- Contributed to expanding the existing superannuation platform to support Managed Funds, building software solutions that enabled the acquisition of 3 Managed Funds clients.
- Implemented authentication and permissioning mechanisms to segregate client users based on their access requirements across ~50+ product functionalities.

Software Engineer I | January 2022 - September 2023

- Constructed CI/CD pipelines within established TypeScript services, enabling autonomous deployment capabilities.
- Configuration of new client infrastructure using Terraform across 4+ environments, supporting 3+ industry super funds for internal and external testing.
- Collaborated on a Lambda-based microservice integration, processing 200+ events per second as a real-time event subscriber.

Graduate Developer | January 2021 - December 2021

- Automated ETL workflows, migrating 10M+ records to onboard a new client onto the core Distributed Ledger platform.
- Development and optimisation of batch data ingestion pipelines, ensuring efficient daily synchronisation of 30GB+ of data into a Postgres Data Lake.

Software Engineer Intern | July 2020 - December 2020

- Built APIs to support transaction processing in a distributed system, enabling daily processing across multiple systems and clients

Technologies utilised:

Kotlin, Javascript, Typescript, Corda, Docker, Git, AWS, Node, SpringBoot, Terraform, Postgresql, MongoDB, JIRA, Bitbucket, Elastic Stack, Buildkite, RPC, REST APIs, SOAP, SQL, DynamoDB

Employers Mutual Limited (EML), Sydney NSW

Junior Developer | December 2019 - July 2020

- Built a E2E UI automated test suite, reducing manual testing

Education

University of Technology Sydney, NSW

Bachelor of Engineering (Honors) Diploma in Professional Engineering Practice

March 2017 - October 2024

Individual Projects

2D multiplayer game in the browser : Built a 2D multiplayer browser game from scratch, including the game engine, graphics (created with Flash), and client. Developed the game engine in TypeScript and the client in JavaScript, with real-time communication handled via WebSockets. Utilised CreateJS as the main client-side framework.

Mock DLT: Mock Spring application to mimic a Distributed Ledger backend using kotlin.

Botting Scripts: Java scripts to bot in OSRS, using AHK and SIMBA. Both reflective and injection bots

References

Available upon request

Github: <https://github.com/Michelle9909>

LinkedIn: <https://www.linkedin.com/in/michelle-chen-743136193>