Chong Chen

608-213-6312 | cchen686@wisc.edu | linkedin.com/in/chong-chen-857214292/ | github.com/Sma1lboy

EDUCATION

University of Wisconsin-Madison — Madison, WI
Bachelor of Science in Computer Sciences; GPA: 3.83/4.00 — *Aug. 2023 – May 2025*

The Ohio State University — Columbus, OH
Bachelor of Science in Computer Engineering; GPA: 3.74/4.00 — *Aug. 2021 – May 2023*

WORKING EXPERIENCE

Software Engineer Intern — Remote
TabbyML, Inc. — *Aug. 2024 – Present*

- Contributed to TabbyML's open-source code completion project (**20k+** GitHub stars) by optimizing core algorithms, enhancing suggestion speed by **40%** and accuracy by **25%** for developers.
- Developed a natural language outline editing feature, increasing daily active users by **5%** and streamlining code structure planning time by **30%**.
- Designed and implemented an AI-powered commit message generator for monorepo and multi-repo setups, reducing average commit preparation time by **60%**.
- Created a Smart Apply feature for automatic code snippet insertion and implemented quick fix and explain this shortcut actions, improving user efficiency by **35%**.
- Actively participated in code reviews and documentation updates, enhancing project maintainability and fostering open-source community engagement, leading to a **20%** increase in community contributions.

Software Developer Intern — Remote
Shanghai MaiMiao Internet Ltd. — *Apr. 2024 – Aug. 2024*

- Designed and developed a scalable, full-stack mobile app with React Native + Expo and Spring Boot + Java microservices, enhancing UX and business operations.
- Set up a CI/CD pipeline automating builds, tests, and deployments, reducing manual efforts by **80%**, accelerating releases by **50%**, and ensuring code quality.
- Implemented efficient RESTful APIs and a flexible message service interface, optimizing system performance by **30%** and enabling integration with various backends.
- Conducted code reviews, maintained documentation, and mentored junior developers, promoting best practices and collaboration.

Software Engineer Intern — Los Angeles, CA
Virtual Hybrid Inc — *May 2023 – Aug. 2023*

- Developed a scalable distributed-microservice project using **C#** and **ASP.NET**, resulting in a **30%** improvement in system scalability.
- Implemented location-based recommendations using C# and NTS topology suite, reducing nearby feed retrieval time by **120%**.
- Designed and built a News-Feed server with the fan-out pattern, cutting image upload wait time by **95%**.
- Enhanced data interchange efficiency with Redis Pub/Sub, reducing server load by **70%** and improving user experience by minimizing back-end processing delays for image uploads.

PROJECTS

MelodyBay | *Java, Spring Boot, React, PostgreSQL, Docker, Kubernetes* — *Jun. 2023 – Jan. 2024*

- Developed a microservice-based platform for sharing **50,000+** songs, utilizing Java and Spring Boot.
- Implemented CI/CD pipelines, improving development efficiency by **50%** and streamlining deployment processes.
- Enhanced user experience and SEO by building a server-side rendering web application with **Next.js**.

TECHNICAL SKILLS

Languages: Rust, TypeScript, Go, Java, C#, Python
Frameworks/Tools: Actix-web, Spring Boot, ASP.NET Core, React, Node.js, Docker, Kubernetes, AWS, GCP, Git, PostgreSQL, Redis