

BOFENG CHEN

SOFTWARE ENGINEER (FULLSTACK)

Full Stack Developer with 4+ years of hands-on experience designing, developing, and implementing applications and solutions using a range of technologies and programming languages. Seeking to leverage broad development experience and hands-on technical expertise in a challenging role as a Full-stack Developer.

✉ niconicocsc@gmail.com 📞 07039781160 📍 Japan, Saitama 🌐 <https://github.com/Trilingual-byford/Trilingual-byford>

SKILLS

- Practical knowledge in framework [SpringBoot | Spring | Vue.js | React | React Native | Iris]
- Experience in relational databases in MySQL | PostgreSQL | MongoDB | Oracle | Redis
- Experience with API testing using Postman
- Experience on DevOps essential tools like Docker, Kubernetes, Subversion (SVN), GIT, Jenkins, Maven and Managed Services like EC2, S3.
- Knowledge in programming language: Java Kotlin Go Typescript Javascript
- Experience with development environment construction using CentOS
- Knowledge in Android native application development
- Experience using systems like Linux, unix and AIX .
- Expertise in efficiently searching for information online and be able to parse information from English, Japanese and Chinese
- Working knowledge of agile development practices (specifically scrum)
- Quick learner and able to learn independently; eager to expand skill set
- Ability to drive results through project and people leadership and business collaboration

EXPERIENCE

Linux/Unix/Aix Engineer(Contractor)

IBM Apr 2017 - Aug 2018

- Responsible for developing and executing test plans, installations and documentation support.
- Monitors and controls performance and health of the server resources. Identifies and diagnoses problems and factors affecting server performance.

Software Engineer(Regular)

Bitware (Japan) Sep 2018 - Oct 2019

- Build new features from the ground up while working closely with product, design, and engineering teams.
- Collaborate with both onsite and remote engineering teams to design clean reusable code features and implement resilient high-level architectures.
- Work closely with the Product Team and be able to turn Product requirements into actionable technical stories with well defined technical specifications and details.
- Interface with existing remote overseas Mobile Engineering team members
- Maintain existing code by fixing bugs and monitoring app performance
- Participate in architecture design and decisions on how to scale our mobile apps

Fullstack Engineer(Solo proprietorship)

REI Oct 2019 - Present

- Design and collaborate with local and partner teams
- Test all scenarios and conform to quality standards
- Identify performance issues; apply knowledge of security coding practices and secure system fundamentals

- Demonstrate advanced knowledge of specific needs of a major line of business and the related set of applications, systems or functions

PROJECTS

Delivery service, driver mobile application development

Developer Mar 2021 - Present

【TypeScript/Azure/shell/AndroidStudio/GitLab/Realm/Xcode/React Native】

Responsibilities: Check IO per screen and identify potential performance bottlenecks. Significantly improve screen rendering performance and optimize the efficiency of DB access.

- Improve application performance with technologies such as UseMemo, FlatList, etc.
- Memory Cache implementation
- Improve processing around DB
- Bug handling and testing
- Analyze existing source code, identify bugs that affect performance, and submit solutions

Value I provided: Significantly reduced (less than 50% of the original) the time taken for the initial display of the application, still demonstrating source code analysis, identifying poor performance in processing and submitting it as a performance improvement proposal.

Home delivery management service BackEnd development

Developer Mar 2020 - Feb 2021

【Java/IntelliJ/Gradle/Eclipse/PostMan•postmanMockServer/Git/Jira/Azure/Docker/NexusRepository/SqlServer/Azure】

Responsibilities: Using Java as the language and SpringBoot as the framework and library, mainly in charge of class (DTO, screen) design for the app and also in charge of testing/debugging.

- Technical Support
- Environment construction procedure creation and environment construction support
- Construction and maintenance of development environment with Docker (Sql server, NexusRepository, etc.)
- Code review
- Researching technologies related to development Flow
- Research and preliminary work on technologies to be tested in Groovy (configuration and construction of base source in case of Multi data source)
- Research technology for analysis of existing source code
- Decide on policy for APIMock server (stub server), install and update
- Appropriate division of Monolith project, common logic extraction module commonization
- FrontEnd and BackEnd linkage failure support
- Unit test environment and technical support

Value I provided: Involved in all stages of development (from functional implementation to testing), in charge of development environment building work and technical research, technical support and debug support, developed APIs for about half of all projects ahead of time, helped build CD and CI environments with Jenkins, built and managed development environments with Docker.

Delivery service management App Development

Developer Jan 2020 - Jan 2021

【TypeScript/AndroidStudio/React•React Native/Xcode/Git/Jira/Azure/Sketch/SketchCloud】

Responsibilities: The tech stack includes TypeScript, React and Redux. I am mainly in charge of model designing (DTOs, screens page container etc) for the entire application, implementing functions around location and various screens using Google Maps, and testing/debugging.

Specifically, the following:

- New member training and technical support
- Environment construction document creation
- Source review
- Technical research for implementation of new functions
- Research and operation of APIs such as GoogleMap
- UI/UX implementation
- Implementation of Linter and Formatter
- Release support

- Git branch management
- Creation of documents such as screen design documents and screen transition diagrams
- Design creation and specification modification based on the latest needs
- Creation and update of APIMock server

Value I provided: Although I had no experience in implementing maps using TypeScript, I quickly caught up with the information in books and on the Internet, and with the support of the team leader. I fully designed and implemented application permissions flow for this application. Responsible for tasks such as library selection and advice when implementing new features, researching best practices when using OSS libraries, and visualizing tasks (using Kanban).

English study and conversation practice Application

Developer Jan 2019 - Dec 2019

Responsibilities: Responsible for architectural design of the application, support building CI/CD environment using Jenkins, and implement functions around screen and voice.

Specifically, the following:

- Making full use of the speech recognition API to create a useful speech recognition library combined with the recording and playback functions for the application.
- Technical support (mainly implementation of animations)
- Unit testing and integration testing
- Modification of the voice system architecture (recording, playback, storage) for new features
- Use API to store and operate lesson data
- Build Jenkins CI Pipeline

Value I provided: I learned ActionScript and Jenkins in a short time and caught up. I also implemented the features around the audio part of the core of the app. The ability to read the source code still allowed me to eliminate more than half of the app's latent bugs in the coding stage.

Auto Insurance Services(FrontEnd and BackEnd)

Developer Jan 2019 - Nov 2019

【Java/Vue.js/Jest/Oracle/Redis/Spring Framework/Webpack/Github/maven】

Responsibilities: API implementation, Model Object design, web page implementation by design, unit testing, and integration testing.

Specifically, the following:

- Development environment construction and documentation
- Technical research (testing using Jest)
- Source Review
- Insurance quote API implementation
- Defined UI units using Atomic Design
- Communicating and exchanging opinions in English with FrontEnd tech leader in america
- Git support (fix conflict, Rebase, etc.)
- Setup test environment

Value I provided: Although this was my first experience with Vue.js, I was able to catch up in a short period of time. I also was in charged of investigating how to write test cases using Jest(a testing framework) and shared how to write test cases with the development team members as a member of the research team.

Official app of a major bank in Japan

Android developer Feb 2018 - Dec 2018

Responsibilities: Feature implementation and source review based on MVP architecture, building test environment using TestFlight, implement and testing each activity.

- Android/iOS testing, unit testing, and integration testing
- Mock server implementation
- Screen implementation of household budget management module
- Creation of screen transition diagrams
- Application specification change support
- Git support (Conflict support, Rebase support, etc.)
- Android multi-language support
- Research and implementation of mobile DB encryption technology

Value I provided: Although this was my first project in Japan, I contributed greatly to the team's productivity by utilizing

my know-how, development experience, English and Japanese language skills. Identify, scope, and architect solutions for new features while considering technology alternatives and all impacts / tradeoffs.

EDUCATION

Bachelor Degree

Hunan Police Academy *Jul 2013 - Jul 2017*

Bachelor's degree in Engineering

LANGUAGES

Chinese - Native

Japanese - B2, I can have spontaneous and fluent conversations with native speakers, understand the news and use the language effectively for work and studies.

English - between B1 and B2, I can engage in conversations on most of topic with native speakers, be able to work and study in the language.