

YAHN-CHUNG (ANDREW) CHEN

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SKILLS

- **Programming Languages:** Ruby, Python, Javascript, Typescript, MySQL, HTML/CSS, Java
- **Frameworks:** Rails, React, React Native, MobX, REST API, GraphQL, Gatsby
- **Infrastructure:** Apollo, Node.js, AWS S3, Docker, Redis, Spark, HDFS
- **Testing:** Jest, Chai, Enzyme, Mocha, Sinon, MiniTest, Selenium, Capybara Page Object
- **Tools:** Git, CircleCI, Bootstrap, Webpack, Yarn/Npm, Linux, Shell Script, \LaTeX

WORK EXPERIENCE

Stripe Inc.

Software Engineer (Full-Stack)

Remote

Aug 2021 - Present

AppFolio Inc.

Software Engineer II (Full-Stack)

San Diego, California

July 2019 - Aug 2021

- Worked on feature development teams and collaborated closely with Product, UI/UX designers, and DevOps teams to deliver 10+ customer-facing features with agile methodologies.
- **Inspections Service:** In-app service to help customers conduct and manage 3M+ inspection reports and 100M+ photos.
 - Developed end-to-end electronic signing service; designed interface for inter-app communication with **Ruby on Rails**.
 - Migrated legacy Rails frontend and jQuery which hasn't been maintained for 5+ yrs to **React**, **MobX**, and **GraphQL**.
 - Developed **GraphQL** endpoints with **Apollo**; applied backend-for-frontend pattern to realize server-less.
 - Built backend services in **Ruby on Rails**, **MySQL** and designed **RESTful API** endpoints with Grape; aligned with the format of JSON API protocol.
 - Designed and implemented iOS and Android mobile clients using **Typescript**, **React Native**, Hooks, and **MobX**.
- Setup dashboards with SQL and New Relic queries for monitoring feature usages and conducting A/B testing.
- Facilitated technical debt demolition across 4 teams with 10+ developers. Identified, scoped, and prioritized critical technical debt.
- Implemented unit and integration tests using Jest, Enzyme, Mocha, MiniTest, Selenium, and Capybara Page Object.
- Built reusable UI components for web and mobile applications with **React**, **React Native**, and **Typescript**.

Mai / Markable AI

Software Engineer Intern

Madison, Wisconsin

May 2018 - Dec 2018

- Improved ETL pipeline by designing a scheduler and modifying data flow architecture to support batch processing with **Redis** in **Node.js**; implemented integration tests and unit tests with Mocha and Chai.
- Deployed the pipeline on the cloud; containerized with **Docker** image and docker-compose.
- Created config files to process 1M+ product data (10+ GB) with different schemas and formats (JSON, CSV, XML).

PROJECT EXPERIENCE

Video Inference Parallelization with TensorFlow Serving, Big Data Systems

UW-Madison

- Improved NoScope, an inference-optimized system, by deploying it on a distributed computing environment with 6 machines; deployed the system with TensorFlow Serving and **Docker**.
- Designed a new architecture and applied asynchronous processing and multiprocessing to accelerate video inference; experimented it on a 60-hour video and reduced the inference time by 82%.

Fall 2018

EDUCATION

University of Wisconsin-Madison

M.S. in Computer Science

M.S. in Industrial Engineering (Operations Research emphasis)

Madison, Wisconsin

Sep 2016 - May 2019

- Teaching Assistant: CS300 Programming II. Introduced students to OOP design and Abstract Data Types with **Java**.

National Taiwan University (NTU)

B.S. in Bioenvironmental Systems Engineering

Taipei, Taiwan

Sep 2011 - June 2015