






CONTACT

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SKILLS

Languages + Tools

Javascript	Typescript	Python
HTML/CSS	Sass	SQL
GraphQL	Git	Go

Frameworks

React	FastAPI	K8s
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Databases

Clickhouse	PostgreSQL	Trino
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Design

Storybook	Photoshop	Figma
Material UI	UX Research	

Spoken Languages

English (Native) Mandarin (Fluent)

EDUCATION

BS Computer Science

Minor in Interaction Design

Northeastern University '22
Boston, MA

- Web Chair for Northeastern Women In Tech. Managed website, hosted 10+ events for 300+ members
- Dean's List
- Merit Scholarship

HOBBIES

Traveling	Painting	Gardening
Cooking	Volleyball	

Britney Chen

Software Engineer | UI Engineer

Versatile and curious developer bridging design & engineering to create seamless experiences and high-impact full-stack applications.

WORK EXPERIENCE

SWE @ Tesla - Fremont, CA

Nov 2023 - Present

- Leading full-stack development and design for Tesla's global in-house data analytics app, using React, Typescript, FastAPI, Python, Clickhouse and Trino.
- Designed and built a critical dashboard to identify and surface scrap sources, enabling production leaders to make data-driven decisions, resulting in a 50% reduction in scrap across 3 factories producing 1M+ cells/week.
- Collaborated with staff engineers to scope & develop a scalable GraphQL server powered by PostgreSQL and hosted on kubernetes,, streamlining configuration management for 4+ teams and cutting data redundancy by 50%.
- Guiding the onboarding of 3 engineers for two critical projects- providing mentorship, defining clear scopes, and driving collaboration to ensure efficient workflows and consistent delivery of high-quality outcomes under tight timelines.

Associate SWE @ Tesla - Fremont, CA

Feb 2023 - Nov 2023

- Designed and developed a dashboard to track & resolve battery quality holds, which led to 70% reduction in quality holds and saved over \$10M of material.
- Built Airflow data pipelines and optimized ClickHouse schemas to process 14M+ rows of data daily, powering visualizations that deliver actionable analytics.
- Designed Figma library containing 30+ components using atomic design principles, enabling rapid prototyping and direct user feedback, cutting development time by 25% and improving user satisfaction.

UI Engineer Intern | ICapital - New York

Jun 2022 - Aug 2022

- Developed React UI for an automated portal that eliminates manual crowdsourcing, enabling 100k+ users to discover and invest in financial products, and reducing turnaround time by 80%.
- Designed 3+ API response models and payloads with backend engineers, keeping in mind use cases, front-end reusability and consistency.
- Collaborated with UX team in design critiques to create user-centric designs.

Web Developer | WHOOP - Boston, MA

Jul 2021 - Dec 2021

- Spearheading design and full-stack development of an enterprise management platform, enabling a B2C fitness-wearable startup towards a B2B model.
- Developed 3 critical workflows in React and conducted UX research directly with customers to optimize performance and user experience.
- Leveraged Java and Kafka consumers to implement configurations that unlocked markets forecasted to generate \$50M+ in the next 5 years.
- Self-initiated a project to create an efficient, unified design system, delivering a Storybook library adopted by web teams in 3 departments.

Software Engineer | ASICS - Boston, MA

Jan 2020 - Dec 2020

- Worked in a salesforce integrated codebase to implement new front-end features for ASIC's global and regional e-commerce sites.
- Effectively communicated with PM's, software developers, and QA engineers to complete sprints using agile methodology.