

# Brian Chen

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## Experience

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### Riot Games – Software Engineer (IC2) / Player Platform Services

Los Angeles, 2020 – Present

- Acted as tech captain, leading architecture, prioritization, and deliverables for the development of an automated OAuth Client Management tool in React & Go, which saved hours of manual review, verification & approval weekly
- Solo refactored a critical production Java system which serves 100M+ in daily traffic, which increased uptime from 2 9's of availability to 5 9's, and allowed the system to be deployed to Tencent infrastructure (was limited to AWS)
- Delivered ability for Riot Client to patch games while backgrounded by overhauling build, deploy & patching code in LoL, VALORANT, and LoR – and decreased game executable build times by 85% by refactoring Jenkins DSLs
- Built a playtest management service in Go which streamlined setup & allowed playtesters to invite their friends, increasing engagement by 23% and retention by 43% over control group values for public R&D playtests
- Instrumented services w/tracing & telemetry; created dashboards & alerts to track outages and service health

### Salesforce – Software Engineering Intern / Salesforce Infrastructure Team

San Francisco, 2018

- Saved teams many hours weekly on CI build failures by creating a Jenkins build monitoring tool in Java which matched build failures against known errors, aiding in build failure triage and reducing common mistakes
- Developed a telemetry dashboard in Java and ASP which provided insights into build failures – tracking deploys, anomalies, error logs, and performance metrics across builds to aid in identifying causes of incidents

### Square Inc. (Dessa) – Machine Learning Engineer Intern / Core Platform Team

Toronto, 2017

- Implemented machine learning models and redesigned a neural network classification pipeline using Pandas, TensorFlow, and Spark resulting in up to 4x training time reduction and 10% increase in accuracy
- Created Jenkins pipelines and used Ansible, Terraform & Docker to auto-deploy builds to dev environments
- Increased test coverage of frontend codebase from 64% to 93% and also created suites of automated frontend tests using Cypress.io, automating previously manual testing to become part of CI/CD pipelines

## Technical Skills

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**Languages:** C, C++, C#, Java, Golang, Python, JavaScript, TypeScript, Bash, SQL

**Web/Frameworks:** Locust.io, Cypress.io, React, Node.js, ASP, JSP

**Other:** AWS, MySQL, DynamoDB, Redis, Kafka, Jenkins, Kubernetes, Docker, Terraform, Git, Unity

## Education

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### University of Toronto

2015 – 2019

- Honours Bachelors of Science, **Computer Science**
- **Key Courses:** Computer Graphics, Algorithms & Data Structures, HCI, Operating Systems, Network Security

## Awards

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- **1st Place** 2017 Microsoft Coding Competition
- **1st Place** 2015 UofT Operations Research Challenge
- **3rd Place** 2018 Facebook Coding Competition
- **4th Place** 2017 UofT The Hub Startup Challenge

## Personal Projects

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**Open Source** – Contributions to Terraform (*Golang*), Matplotlib (*Python*), RuneLite (*Java*)

**Space2Vec** – A documented exploration into using ML for astronomy (*pandas, Keras, Tensorflow, AWS*)

[space2vec.com](#)

**Pathfinder** – A procedurally generated pathfinding puzzle game with social integrations (*C#, Unity, Blender, Firebase*)

**LetMeKnow** – A news and content aggregation site – finalist in MHacks 8 (*React, Redux, Django, MySQL*)