

BILL CHEN

4A Systems Design Engineer

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PROFESSIONAL EXPERIENCE

Software Engineer

Riot Games

May 2019 – Present

- Developing an end-to-end **REST** backend microservice to be shipped to over 30 million players using **Java**, **MySQL**, **Hazelcast**, and **Docker**.
- Re-architecting a legacy monolithic codebase into microservices in **Java**, improving software iteration speeds and dynamic scalability.
- Migrating an outdated **caching** technology to reduce Riot's service operation costs.

Software Engineer

Bloomberg L.P.

Sept – Dec 2018

- Lead the architecting of Bloomberg's asset trading platform using **Hyperledger Fabric**, and Enterprise Blockchain technology, and smart contracts written in **Go**.
- Implemented various caching and networking techniques to accommodate for the Blockchain technology's poor performance.
- Designed and Developed a web interface in **React**, and a **NodeJS** REST application connected to the **Docker**-based blockchain network.

Data Scientist

Evernote Corp.

Jan – Apr 2018

- Developed a recommendation system using various **NLP** techniques (LDA, TF-IDF, Word2Vec, FastText).
- Implemented document classification algorithms using **Spark**; ran on over 100 million customer notes with a prediction accuracy of 90%.
- Created machine learning pipelines using **Apache Airflow**, **SQL**, and **Google Cloud Platform** services.
- Led the development of a **cryptocurrency** payment portal prototype for Evernote's premium service.

Software Engineer

Yahoo! Inc.

May – Aug 2017

- Architected and developed a web application in **Go** and **React** to find dependencies in **Docker** images.
- Implemented caching and indexing techniques with **Redis** and **Elasticsearch** to decrease querying overhead from 30 minutes to a few seconds.
- Created continuous delivery pipelines using **Kubernetes** and its best practices.

PERSONAL PROJECTS

Ether-Sports

- Created an e-sports betting platform powered by Ethereum smart contracts using **ReactJS**, **NodeJS**, and **Solidity**.

LolPredict

- Applied various machine learning models (logistic regression, SVM, NN) using **Tensorflow** to predict the outcome of a League of Legends match.

Thrives in Agile Environments

Experienced Presenter and Public Speaker

Can exit Vim

SKILLS

Programming

Python	5 years
Java	5 years
JavaScript	4 years
Go	3 years

Technologies

Spark	Airflow	AngularJS
Docker	SQL	NodeJS
Kubernetes	Redis	Git
Jenkins	Cassandra	Nginx
Selenium	Elasticsearch	React
AWS	Neo4J	GCP

ADDITIONAL EXPERIENCE

Education

Systems Design Engineering,
University of Waterloo – Deans Honors List
Candidate for BAsC, 2015-2020

E-Learning

- Advanced Algorithms in Java *Udemy*
- Full Stack Web Development *Coursera*
- Intro to Machine Learning *Coursera*
- Deep Learning *Udemy*
- Ethereum and Solidity *Udemy*

Awards/Other

- Valedictorian *Sir John A. Macdonald CI*
- WearHacks KW 2016 – Winner
- Hack the North 2015 – Winner
- Hobbies: Archery, Weight Lifting, Rock Climbing, Photography, Cryptocurrencies