Daniel Chen

dchen7321@gmail.com **|** Los Angeles Metropolitan Area **|** (857) 498-9863 **|** dchen.tech

Work Experience

TOAST, INC., New York City, Los Angeles Metropolitan Area

Software Engineer II, *App Growth Team* Feb 2023 – Feb 2024
- Full stack engineer working on the Toast Takeout app with Swift, TypeScript, Java, and Kotlin with a focus on improving consumer acquisition and activation
- Spearheaded research, scoping, and implementation to support Loyalty and Gift Card only experiences in app leading to an increase of 10% to restaurant supply within the app
- Facilitated the conceptualization, planning, and execution of key app features like the Gift Card Marketplace and Loyalty Hub, resulting in a 400% boost in in-app gift card purchases and a 20% increase in MAU.
- Drove 25% increase in user acquisition through implementing universal links from other Toast experiences
- Collaborated closely with engineers, designers, and product managers on cross-functional teams including the core app team, loyalty team, and gift card teams to synchronize feature development efforts, ensuring seamless integration and delivery of enhancements

META PLATFORMS, INC., New York City

Software Engineer, *Instagram Consumer Experiences* Oct 2020 – Feb 2023
- Engineer working on Instagram App Performance, primarily working on improving the video consumption experience and app scroll performance through Android client infrastructure with Java and Kotlin
- Planned, executed, and launched high-impact projects utilizing various strategies for prefetch, loading, caching, etc. to improve performance and engagement metrics across the app
- Led the effort to utilize ML for personalized video player parameter configurations to ensure an optimal video consumption experience for all users, also opened up new opportunities for similar strategies in image and scroll performance
- Improved logging instrumentation and lead SEV investigation leading to improved alerting and tooling
- Managed an intern, scoping out their onboarding and main project, and providing support and resources

Software Engineer Intern, *Facebook AI Research* Sep 2019 – Dec 2019
- Front end engineer on the LIGHT project, a large-scale fantasy text adventure game research platform, using primarily ReactJS and Python
- Designed and implemented a full in-browser game engine interface with ReactJS for world design to provide researchers an interface to crowdsource world designs for model training

APPFOLIO, INC., San Diego

Software Engineer Intern, *AppFolio Property Manager* May 2019 – Aug 2019
- Worked on the early stages of the Affordable Housing product, contributing across the stack for our web app with ReactJS and Ruby on Rails.
- Designed, and implemented a spreadsheet importer which shortened the onboarding process for new affordable housing customers from weeks of manual work with a PM from AppFolio to a single file upload

CIRCLE INTERNET FINANCIAL, LLC., Boston

Full-Stack Software Developer Co-op, *Circle Pay, Circle Invest, and USDC* May 2018 - Dec 2018
- Full stack development for Circle Pay, Circle Invest, and the USDC web app, using React.js and Node.js
- Parallelized the entire API test suite, reducing build times by 67%
- Optimized monthly cron task execution based on user interaction behavior to reduce server costs by 66%

Technologies

Languages: JavaScript, TypeScript, Java, Kotlin, Python, HTML, CSS, C++, C , Ruby, Elixir, Racket, SQL
Other Tools: React, Express, GraphQL, Flask, Angular, Bottle, Phoenix, PostgreSQL, MySQL, MongoDB

Education

NORTHEASTERN UNIVERSITY, Boston, MA Sep 2016 – July 2020
Khoury College of Computer Sciences
Bachelor of Science in Computer Science with a Minor in Entrepreneurship