ERIC CHEN

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Education

McMaster University   September 2020 – April 2025

Software Engineering Co-op (B.Eng)   *Hamilton, ON*

- Enrolled in **level 4** of the 4 year Software Engineering Co-op program
- Awarded the McMaster President's Award for having a grade-point average of over **95%** in secondary school
- **Note: Currently on Co-op leave for one year and will be returning in Fall 2024 to complete final year**

Experience

Esri   May 2023 - Current

Software Engineer Intern   *Ottawa, ON*

Stencil.js, TypeScript, Node.js, ArcGIS JS-API, Figma

- Implemented an internal dependency graph visualizer with **Cytoscape.js** to identify and debug inter-connected dependencies amongst form expressions and related fields, **reducing trouble-shooting time by 75%**.
- Developed **3 custom CKEditor5 plugins**, streamlining content injection and dynamic popup styling via arcade expressions for users and **reducing input time by 15s** on average per usage.
- Designed and integrated a custom Language Service Protocol (LSP) to seamlessly integrate **Monaco Editor** with **CKEditor 5**, enhancing the user experience for editing source code within the platform. This innovation eliminated the need for manual copying and pasting, **improving efficiency and productivity by 60% for users.**

McMaster University, Cubic Transportation Systems   June 2022 – November 2022

Software Developer Intern / Research Assistant II   *Hamilton, ON*

React.js, TypeScript, Tailwind CSS, Redux.js, OpenLayers, Node.js, Jest, Figma

- Worked within an agile environment alongside **3 software developers** to collectively build out a web interface, hosted through **MenloLab**, for an RTA traffic model that displays real-time data on improving traffic control
- Implemented **6 data charts** using **ReCharts** and **4 OSMs** through **OpenLayers** to display real-time traffic data on intersection safety, queue length, city health and traffic congestion within the city of Hamilton for thousands of users
- Developed and executed over **10 unit tests** using **Jest** to ensure the code quality, functionality, and reliability of all React components, pages, and Redux slices, resulting in a high-quality, bug-free web interface.

Gunkii   June 2022 – August 2022

Shopify Lead Software Development Intern   *Vancouver, BC - Remote*

HTML, CSS, JavaScript, SASS, Liquid, GTMetrix, PageSpeedInsights

- Lead and managed a team of **5 software development interns** to implemented user interface enhancements on CTA pages, resulting in a **15% increase in conversion rates** based on user interactions.
- Collectively bought down web load speed from **4.64s** to under **3s** (WEB + AMP site) for all devices and technology through media optimization, removal of unused applications/code, and pre-rendering UI content
- Oversee the implementation of **5 backlinks** and **3 professional videos** to help increase metadata information and boost SEO + SERP + TRUST + Authority, allowing Google to easily search, crawl, and index data pertaining to the live web and bring gunkii to **page one** of Google's SERP

Projects

Poolber | *React Native, Node.js, Firebase, Figma, Google Maps API*   April 2023

- Developed a user-oriented mobile carpool app that matches carpool requesters with carpool offerors to reduce trip cost
- Designed and translated **12 Figma wireframes** into modular React-Native components/pages and routed all pages using React Native's stack navigator to create a seamless user experience

Genshin Impact Wish Simulator | *Node.js, Genshin.js, Discord.js, MongoDB, Railway*   Jan 2023

- Designed, developed, and implemented a custom Discord bot to simulate the gacha environment in **Genshin Impact**, increasing user engagement by **35%**, resulting in a more active and vibrant community
- The bot has been widely adopted by over **323 members** across **5 Discord servers**, demonstrating its popularity and effectiveness in enhancing the user experience

Tenzies | *HTML, CSS, Javascript, React.js, Node.js, Figma, Vercel*   April 2022

- Recreated die game *Tenzies* with **3 custom Figma wireframes** and made use of React components and event listeners
- Utilized **localStorage** to store data pertaining to the game and formed the statistics page with **7 distinct records**

Software/Technologies Java, Python, C, HTML, CSS, JavaScript, TypeScript, React.js, Next.js, Node.js, Express.js, Tailwind CSS, MongoDB, PostgreSQL, Verilog, LaTeX, MatLab, Unix Makefiles, Bash Scripting