

ERIC CHEN

Markham, ON

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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

McMaster University, Cubic Transportation Systems

June 2022 – Current

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 how to improve 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** over a period of **12 weeks** to tackle UI/performance issues appearing on live site, connectivity and synchronization of data between Google platforms, and increasing conversion rates based upon user interactions on CTA pages
- 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

Twigoh

April 2022 – August 2022

Full-Stack Software Engineer Intern

San Francisco, CA - Remote

React.js, Next.js, TypeScript, Tailwind CSS, Redux.js, Express.js, Node.js, Figma

- Documented and tested **7 API endpoint** utilizing **Swagger/OpenAPI Specification** and ensured OAuth was correctly configured and set up properly, allowing thousands of users to log in securely without errors or re-directions
- Leveraged React components and local state (React Hooks) to develop the settings page (Account Information and Personalizations), providing over **1,000 users** with the ability to easily customize and update their personal information.
- Developed user-friendly input forms for the settings page using **Formik** and implemented **3 yup.js schemas** to configure form and field level validations, ensuring accurate and error-free data collection for all users.

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

- Successfully 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.
- Utilized web scraping techniques to gather data on the game's gacha rates and probabilities, and programmed the bot to emulate these probabilities accurately.

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