

Qixiang Chen

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

SKILLS Python, Flask, JavaScript, React, Ruby, Redux, HTML, CSS, TypeScript, jQuery, FastAPI, Peewee, SQLAlchemy, PostgreSQL, SQLite, Java, MongoDB, GCP, AWS S3, Agile Frameworks, Datadog, Locust, Jira, Git, Heroku

EXPERIENCE

Daily Harvest

Nov 2020 - Aug 2022

Software Engineer

- Collaborated with a team of 4 engineers to revamp the billing process and implement new billing cadences to millions of users through a/b testing, driving a 10-14% surge in customer orders
- Proactively resolved billing issues as a member of the on-call team while implementing comprehensive unit test coverage across the entire billing flow, reducing billing related complaints by over 45%
- Automated order refunds and replacements by leveraging Google Cloud Task queues to introduce efficient bulk actions, saving multiple hours per week in manual engineering efforts
- Developed RESTful APIs with Braze's connected content functionality to seamlessly retrieve user data from the database for SMS and email marketing campaigns, resulting in a 23% boost in customer engagement
- Assisted the marketing team to construct relational database schemas and develop APIs for a B2B transaction feature, leading to increased sales growth and enhanced customer conversion rates

PROJECTS

Video Night

[Live Site](#) | [Github](#)

A video-sharing platform inspired by Youtube built using Ruby on Rails, React, and Redux

- Incorporated AWS S3 to store image and media uploads in the cloud, reducing server load time and improving the scalability of video services
- Applied MVC architecture with Rails polymorphic associations for likes on videos and comments to produce DRY code, improving scalability, and reducing the number of required tables by 20%
- Implemented a custom user authentication pattern with Bcrypt to store the hashed password and using Secure Random module to generate and store session cookies on the browser to ensure persistent login
- Employed CSS3 Flexbox along with media queries to produce a responsive layout and created a custom modal framework using React component architecture allowing for efficient development of new forms

Cave Adventure

[Live Site](#) | [Github](#)

An interactive 2D shooter game made using Phaser Js and HTML Canvas

- Developed a custom physics engine with velocity and gravity, leveraging conditional logic and Object Oriented Programming techniques to produce intuitive character movement and interactive gameplay.
- Formulated a collision detection algorithm for sprite characters by integrating with keystroke event listeners to predict future player movement and to re-render the character to a previous position before the collision occurs.
- Utilized HTML5 Canvas and JavaScript in order to render complex levels and character sprites with randomly generated mobs for end user interaction.

EDUCATION

App Academy - Immersive software development course with 1000-hour curriculum and < 3% acceptance rate (March 2020)

Rensselaer Polytechnic Institute - Bachelor of Science, Major in Computer Science, Minor in Economics (May 2019)