

Qixiang Chen

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[Portfolio](#)

[LinkedIn](#)

[Github](#)

SKILLS Python, Flask, FastAPI, Peewee, SQLAlchemy, JavaScript, React.js, Ruby on Rails, Ruby, Redux, HTML5, CSS3, PostgreSQL, SQLite3, Java, MongoDB, Github, GCP, AWS S3, Agile Frameworks, Datadog, Locust

EXPERIENCE

Daily Harvest

Nov 2020 - Aug 2022

Software Engineer

- Worked with a team of 4 engineers to restructure the entire billing process and introduce new billing cadences to millions of users via a/b testing, resulting in a 10-14% increase in customer orders
- Identified and resolved billing related issues as part of the on call team and created extensive unit test coverage throughout the entire billing flow, reducing billing related complaints by over 45%
- Automated order refunds and replacements by introducing bulk actions to update or refund products for all orders within a specified time frame, saving multiple hours of manual engineering work each week
- Created RESTful APIs integrated with Braze's connected content feature to pull user data from the database to be used for sms and email marketing, leading to a 23% increase in customer engagement
- Assisted the marketing team by building relational database schemas and APIs for a B2B transaction feature that allows businesses to place orders in bulk for their employees, increasing sales and customer conversion

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)