

# Christopher Chen

(718) 496-8812  
[chenstopher@gmail.com](mailto:chenstopher@gmail.com)  
<http://chenstopher.com>

---

## Experience

**Senior Software Engineer**, Zocdoc, New York, NY

*July 2017 – Present*

- Lead a team to build an accounting and budgeting service to accurately handle hundreds of thousands of transactions per month (scala, AWS ECS, AWS aurora/mysql)
- Developed a service to optimize retrieval of core doctor data (scala, redis, AWS lambdas, AWS kinesis)
- Built a standardized http client for our scala microservices that implemented retries, circuit breakers, zipkin tracing, and request context forwarding
- Taught functional programming patterns (typeclasses, lenses) and introduced scala libraries (scalikejdbc) to members of scala guild and mentored junior engineers and interns
- Prototyped a React Native app, our first exploration into React Native

**Software Engineer**, Zocdoc, New York, NY

*Feb 2016 – July 2017*

- Automated, refactored, and optimized parts of the billing system, some of the most legacy code around
- Migrated ads product out of a monolith to one of our very first scala microservices that serves millions of impressions per month (scala, finatra, mysql, AWS ECS)

**Game Programmer**, Kuma Games, New York, NY

*July 2012 – Feb 2016*

- Released three games: an episodic first person shooter (PC), an episodic space simulator (Android, FireOS, iOS), and a multiplayer card game (Android, FireOS, iOS). All were built using Unity3D and C#
- Significantly improved online multiplayer experience by implementing lag-compensation and optimizing networking code
- Collaborated with artists to overhaul UI and in-game shop system resulting in an increase in user interaction and registration
- Built a XMPP-based community system to allow users to chat and manage friends

## Education

**BS Computer Science**, Stony Brook University, *May 2012, Major GPA 3.8*

- Heavy concentration in algorithms, game programming, graphics
- Teaching assistant for intro java and game programming classes
- Finalist in the Stony Brook University Game Programming competition

## Skills

|                   |  |
|-------------------|--|
| <b>Languages</b>  | scala, C#, js, HTML, CSS                     |
| <b>Technology</b> | finatra, .net, Unity3D, React, node          |
| <b>Data</b>       | MS SQL Server, MySQL, Redis                  |
| <b>Infra</b>      | Ansible, AWS, docker, TeamCity               |
| <b>Tools</b>      | git, vim, IntelliJ, Visual Studio, Photoshop |
| <b>Other</b>      | Dvorak Keyboard Layout                       |

## Fun

**Depth Beneath** (Unity3D, C#) - A 2D platformer game created in 72 hours for Ludum Dare 29 Game Jam. Placed 57<sup>th</sup> out of 1,004 entries, 24<sup>th</sup> in the Fun category.

Holder of way too many 2<sup>nd</sup> place trophies for the Annual Zocdoc Ping Pong Tournament