

# Christopher Chen

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## Experience

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

*July 2017 – Present*

- Planned and lead a team to build an accounting and budgeting service that accurately handle millions of transactions (scala, finatra, AWS ECS, 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
- Mentored junior engineers and interns
- Built a React Native app

**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 from a monolith to one of our very first scala microservices that serves millions of impressions (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