

CHRIS CHIN

Software Engineer

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TECHNICAL SKILLS

Languages: JavaScript (ES6+), Java, C++, C#

Frontend: React, React Native, Redux, HTML, CSS, jQuery, Bootstrap, Semantic UI, Expo

Backend: Node.js, Express, Sequelize, PostgreSQL, SQL, MongoDB, NoSQL, RESTful API

DevOps: Heroku, Travis CI, Continuous Integration & Delivery (CI/CD), Test-Driven Development (TDD)

Tools: npm, GIT, GitHub, Webpack, Visual Studio Code, Postman, Postico, Unity

PROJECTS

Mobile Application: Recipix • Link: <https://expo.io/@recipix/Recipix> • Code: <https://github.com/Recipix-1909/Recipix>

A cross-platform mobile application that allows a user to virtually keep track of items from their fridge via barcode scanning and generates a list of recommended recipes they can create based on those items

Mobile Developer

Dec 2019

- Conceptualized, designed, created, and deployed a mobile application within 2.5 weeks in an agile team of 4
- Implemented barcode scanning, UPC/barcode lookup, recipe search, and recipe filter functionality by incorporating 3rd party APIs
- Developed *Frontend* with React Native, Redux, Expo; *Backend* with Node.js, Sequelize, Express, PostgreSQL, Third-Party APIs

3D Platform Video Game: Race Hopper • Link: <http://bit.ly/racehopper> • Code: <https://github.com/chrischindev/racehopper>

A 3D platform video game built with the WebGL API designed to be played in the web browser

Sole Game Developer

Nov 2019

- Designed, created, and deployed a video game within 2 days for a coding bootcamp hackathon
- Created UI and level designs, and programmed collision detection, sound effects, score manager, and scene manager
- Developed with Unity game engine and programmed in C#

E-commerce Website: Bot-Buddies • Link: <https://botbuddies.herokuapp.com/> • Code: <http://bit.ly/ghbotbuddies>

A mock e-commerce website for buying robots, deployed using Heroku

Full-stack Developer

Nov 2019

- Designed, created, and deployed a full-stack web application within 1 week in an agile team of 4
- Implemented products view, order history, and cart functionality which live on the state and managed through Redux
- Developed *Frontend* with React, Redux, Semantic UI React; *Backend* with Node.js, Sequelize, Express, PostgreSQL, RESTful API

PROFESSIONAL EXPERIENCE

Opening Ceremony, LLC, New York, NY

Accounts Payable Manager

Jan 2016 – Mar 2018

Staff Accountant

Aug 2013 – Dec 2015

Accounts Payable Clerk

Jan 2012 – Jul 2013

- Oversaw the A/P processes for an e-commerce fashion retailer with multiple stores throughout the US
- Managed accounts payable for over 300 suppliers whose shipments totaled more than \$1M per month
- Prevented overpayments to suppliers and saved the company thousands of dollars each month by issuing vendor chargebacks for shipment, purchase order, or invoice discrepancies
- Closed A/P sub-ledger on a monthly basis and reconciled intercompany accounts payable

Strike Holdings LLC, New York, NY

Accounting Intern

Jul 2010 – Dec 2010

- Reconciled bank statements for the highest-grossing bowling alley in the United States
- Assisted accounts payable with matching purchase orders to invoices and recording invoices
- Handled credit card chargeback requests and prevented fraudulent chargebacks

EDUCATION

Fullstack Academy, New York, NY

Graduated Dec 2019

Certificate of Software Engineering

Hunter College, New York, NY

Graduated Jun 2011

Bachelor of Science in Accounting

Dean's List 2009-2011