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
Lead Mobile App 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
- Displayed mastery of React Native and Redux when developing UI elements, e.g. filter menu, recipe list, and allergy/diet menu
- Architected backend by designing the relational database schema and Express API middleware
- Developed *Frontend* with React Native, Redux, Expo; *Backend* with Node.js, Sequelize, Express, PostgreSQL, Third-Party APIs

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
Lead Full-stack Developer   Nov 2019
- Designed, created, and deployed a full-stack single-page web application within 1 week in an agile team of 4
- Exhibited React mastery through frontend implementation of products view, order history, and cart functionality which live on the state and managed through Redux
- Engineered backend by utilizing Express to handle API routes, and incorporated PostgreSQL to manage the relational database
- Developed *Frontend* with React, Redux, Semantic UI React; *Backend* with Node.js, Sequelize, Express, PostgreSQL, RESTful API

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#

PROFESSIONAL EXPERIENCE

Opening Ceremony, LLC, New York, NY
Accounts Payable Manager   Jan 2016 – Mar 2018
Staff Accountant   Jan 2012 – Dec 2015
- Oversaw the accounts payable 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 $1K+ each month by issuing vendor chargebacks for shipment, purchase order, or invoice discrepancies

Strike Holdings LLC, New York, NY
Accounting Intern   Jul 2010 – Dec 2010
- Reconciled bank statements, recorded journal entries and invoices, handled credit card chargebacks, and prevented fraudulent chargebacks for the highest-grossing bowling corporation in the United States

EDUCATION

Fullstack Academy, New York, NY   Graduated Dec 2019
Certificate of Software Engineering

Hunter College, New York, NY   Graduated Jun 2011
Bachelor of Science, Major in Accounting (Major GPA: 3.7), Minor in Computer Science and Mathematics, Dean's List 2009-2011