Han-Lin (Leo) Chen

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Product-focused software engineer with 4 years of experience building large-scale systems, cloud-integrated platforms, and automation frameworks. Currently pursuing an M.S. in Mobile and IoT Engineering at Carnegie Mellon University

EDUCATION

Carnegie Mellon University, Pittsburgh, PA — **Master of Science in Mobile and IoT Engineering**   *Aug. 2025 - Dec. 2026*
National Taiwan University, Taipei, Taiwan — **Master of Science in Mechanical Engineering**   *Sept. 2019 - Oct. 2021*
National Central University, Taoyuan, Taiwan — **Bachelor of Science in Mechanical Engineering**   *Sept. 2015 - Jun. 2019*

EXPERIENCE

Software Engineer, **Synology Inc.,** New Taipei, Taiwan   *Jan. 2024 - Aug. 2025*
• Engineered mobile solutions for BeeStation, including BeeFiles, BeePhotos, and BeeCam, extending private cloud ecosystem
• Implemented end-to-end test automation for mobile-NAS platform, cutting manual QA by 60%
• Integrated LLM into CI/CD pipelines to auto-generate test code, improving coverage from none to 20%
• Facilitated workshops for 15+ engineers, standardizing test automation best practices across departments
• Developed server region-switching logic to meet regional cybersecurity requirements, serving 5K+ active users
• Migrated over 20,000 lines of legacy Objective-C to Swift, modernizing the architecture for maintainability and scalability

Software Engineer, **Delivery Hero SE (foodpanda),** Remote, Berlin   *Jun. 2023 - Dec. 2023*
• Developed and maintained Orders and Developer Experience modules, optimizing usability and developer productivity
• Designed a modular test automation framework with stubbed network layers, boosting test reliability from 70% to 100% and achieving 100% code coverage on core modules
• Led navigation architecture overhaul via RFCs, aligning 5 cross-functional teams for seamless rollout across core flows
• Integrated GraphQL codegen into API integration workflow, auto-generating schema-based code to ensure consistency and reduce backend–frontend overhead
• Drove design of download functionality in Core Network module, ensuring smooth integration across 80+ feature teams
• Proposed and delivered a real-time mobile order-tracking widget — won 1st place in an internal hackathon

Software Engineer, **CoolBitX Ltd,** Taipei, Taiwan   *Nov. 2021 - Apr. 2023*
• Built and optimized core features of a Bluetooth cold crypto wallet mobile app via TypeScript and ReactNative
• Redesigned staking architecture, expanding support from 3 to 13 cryptocurrencies and 1 to 5 vendors
• Engineered base classes to streamline cryptocurrency integrations, reducing new token development time by 70% and laying foundation for scalable codebase growth
• Boosted crash-free rate from 90% to 99.7% by rebuilding iOS database access layer for thread safety
• Led Next.js-based crypto launchpad project, enabling seamless token launches for emerging blockchain projects
• Mentored a college intern during Summer 2022, guiding project onboarding and professional development

PROJECTS

AweOS, x86 Assembly / C / Make /QEMU / GNU / Git   *Jul. 2025*
• Built a microkernel in C and Assembly, supporting interrupt handling, memory management, and process scheduling
• Validated functionality using QEMU for virtualization and debugging, ensuring reliable kernel performance
Mocky, Swift / XCTest / Apple Network framework / Git   *Jun. 2025*
• Designed a mobile test framework to intercept and override network responses in UI tests
• Enabled zero-code API response mocking via method swizzling, improving test coverage and enabling multi-scenario testing
• Provided minimal setup and flexible architecture compatible with any URLSession-based networking stack
Picker, Swift / SwiftUI / Google Map / Yelp API / GraphQL / Core Data / Git   *Dec. 2022*
• Created a mobile app, helping users choose restaurants through map-based search and randomized recommendations
• Integrated Yelp API and Google Maps for personalized, location-aware recommendations

SKILLS

Languages: C/C++, Swift, Python, JavaScript, TypeScript, Objective-C, SQL (PostgreSQL/SQLite), HTML/CSS, Java

Frameworks & Tools: React, React Native, Redux, Next.js, Node.js, Django, SwiftUI, Jest, GraphQL, Docker, Kubernetes, AWS, Firebase, GitHub Actions, GitLab CI, fastlane

Systems: Unix/Linux, Kernel Development, x86 Assembly, QEMU, GNU toolchains, Arduino, Raspberry Pi, FreeRTOS