HANQING CHEN

SOFTWARE ENGINEER

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EDUCATION

University of California, Berkeley
B.A. Molecular & Cell Biology,
Infectious Diseases Emphasis
2011 – 2015

App Academy
Software Developer
2018

SKILLS

Backend:
Ruby
Ruby on Rails
PostgreSQL
MySQL
Amazon AWS

Frontend:
JavaScript
React.js
Redux.js
HTML5
CSS3

Testing:
RSpec
Capybara
Jest
Enzyme

Design:
Adobe Illustrator

PROJECTS

Flipr

Live: flipr-app.herokuapp.com/ | Github: github.com/hanqingchen15/Flipr

Ruby on Rails 5, PostgreSQL, Amazon AWS, JavaScript(ES6), React.js, Redux.js, HTML5, SASS

Single-paged photo-sharing web application that allows users to upload photos, and curate their own albums. Features user authentication and responsive photo displays.

- Implemented BCrypt for password hashing, and React Router in conjunction with session tokens for restricted pathing to prevent unauthorized access.
- Leveraged React render functions and components to dynamically switch the page's background based on a user's location.
- Integrated Amazon S3 cloud storage solution with PostgreSQL database backend using ActiveStorage queries, resulting in a smoother user experience and better application scalability in the future.
- Improved the responsiveness of the main page through CSS3 grids.

Super Smash Browser

Live: bit.ly/smashbrowser | Github: github.com/Battjmo/SuperSmashBrowser

JavaScript, HTML5 Canvas, CSS, Adobe Illustrator

A chrome extension that allows users to selectively hide elements in a webpage. Users can choose different animations that accompanies the actions.

- Manipulated JavaScript DOM to select and interact with objects displayed on a webpage.
- Created new HTML5 canvas elements on top of said DOM objects to render destruction animations.
- Designed and animated custom cursors using Adobe Illustrator.
- Facilitated collaboration through careful system design, consistent Git workflow, object oriented programming, and modular code

Canvas Pacman

Live: hanqingchen15.github.io/pacman | Github: github.com/hanqingchen15/pacman

JavaScript, HTML5 Canvas, CSS

A Vanilla JavaScript remake of the classic PacMan game.

- Designed multiple levels using boundary mapping with an array in HTML5 Canvas.
- Used randomized number generator to implement a rudimentary AI that pursues the player character.

Experience

Staff Scientist
PacGenomics Inc. Nov 2015 - June 2018

- Advised and implemented the UI/UX portions of the physicians' web portal, including designing and testing new features, such as document preview and upload, that streamlined the app's interface while providing additional functionalities.
- Programmed automated liquid handling device with protocols to run experiments, which reduced assay runtimes by up to 50%. Additionally, instructed co-workers on the operation of the liquid handling devices.
- Identified and corrected many inefficiencies in our testing pipeline, reducing the turnaround time for rush cases to under 16 hours from over a day previously.

Research Assistant
McNamara Lab, University of California – San Francisco Oct 2014 - Aug 2015

- Incorporated R statistical prediction models and Microsoft Visual Basic to improve data collection rates by prioritizing samples that showed potentially useful genetic expressions.
- Conducted densitometry measurements of protein stains using image editing software such as Gimp.
- Designed, and aggregated and analyzed data from, multiple experiments to generate a model for the role of inflammatory STAT proteins in Sjogren's Syndrome.