

# HANQING CHEN

## SOFTWARE ENGINEER

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[hanqingchen15.github.io](https://github.com/hanqingchen15)



[github.com/hanqingchen15](https://github.com/hanqingchen15)



## EDUCATION

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

App Academy  
Software Developer  
2018 - 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  
Mockups

## PROJECTS

### Flipr

Live: [flipr-app.herokuapp.com](https://flipr-app.herokuapp.com) | Github: [github.com/hanqingchen15/Flipr](https://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: <https://bit.ly/smashbrowser> | Github: [github.com/Battimo/SuperSmashBrowser](https://github.com/Battimo/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](https://hanqingchen15.github.io/pacman) | Github: [github.com/hanqingchen15/pacman](https://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.
- Wrote modular and reusable code by leveraging Object-Oriented Design.

## 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.