HANQING CHEN

SOFTWARE ENGINEER

(310) 951–0388

H.CHEN93@GMAIL.COM

San Francisco

linkedin.com/in/hanqingchen15

hanqingchen15.github.io

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.heroku.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.
- 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.