

Michelle Chen

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Education

The University of British Columbia

Vancouver, CA

Bachelor of Science major in Computer Science

- Relevant courses: Computer Systems, Software Construction, Models of Computation, Algorithms and Data Structures, Relational Databases, Software Engineering, Algorithm Design and Analysis, Human Computer Interaction Methods

Skills

Programming

Java · Python · CSS · SASS · JavaScript · TypeScript · PostgreSQL · Oracle SQL · MongoDB

Framework & Libraries

React.js · Next.js · Node.js · Jest · Spring Boot · JUnit · Apache POI · GraphQL · Tailwind CSS

Tools & Platforms

Git · AWS · Maven · Figma · Docker

Experience

Outlier

Oct. 2024 - Present

SOFTWARE ENGINEER FOR AI TRAINING

Vancouver, CA

- Refined AI-generated code outputs for clarity, scalability, and performance in **Python, JavaScript, and Java**, improving code quality for training and production environments
- Built and optimized data cleaning pipelines using **Pandas**, **reducing processing time by 40%** and increasing data reliability for large-scale business use cases
- Delivered detailed technical feedback to enhance development processes, supporting enhancements in model accuracy and deployment processes

Binance.US

Feb. 2023 - Aug. 2023

SOFTWARE ENGINEER INTERN

Vancouver, CA

- Developed a finance tracking platform using **Java Spring Boot** and **Vue.js with Element UI**, improving transaction workflows and achieving a **95%** increase in user access and process efficiency
- Implemented an image storage solution using **AWS S3**, and created data export features using **Apache POI**
- Built transaction alerts by integrating Slack Webhook notifications using **HttpClient**, significantly improving response times and reducing manual oversight
- Refactored and optimized redundant codebases, **reducing code duplication by 30%**, improving **maintainability**, and supporting **long-term scalability** of the platform
- Collaborated with 3 departments to gather project requirements, ensuring feature and design alignment with user expectations

Projects

Room Booking System

Personal Project

- Implemented state management with **Redux Toolkit**, including data persistence for authentication and booking using **redux-persist**
- Integrated Google OAuth for user authentication, handling secure login and JWT decoding to manage user sessions
- Developed RESTful APIs with Node.js and Express, using Prisma ORM for database interaction with **PostgreSQL on AWS RDS**
- Utilized **AWS Lambda and API Gateway** to build a serverless backend, ensuring efficient handling of API requests and communication between services

License Plate E-commerce Platform

Personal Project

- A **Next.js** platform that sells license plates using **TypeScript**, featuring search and filtering capabilities, pagination controls, and sorting options for better user experience
- Built a contact form that sends email notification using **Nodemailer** with error handling and form validation

Game Hub

Personal Project

- Implemented a microservices architecture, including **game-service** and **user-game-service**, integrated via a **GraphQL** to support modular development
- Achieved 100% test coverage by developing comprehensive unit tests using **Jest/Mocha**, enhancing code reliability and quality
- Developed and deployed containerized services using **Docker Compose**, enabling efficient multi-environment deployments