

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

BrainStation

Vancouver, CA

Diploma in Software Engineering

- Cumulative Grade: 98%

Skills

Languages & Technologies HTML5 · CSS3 · JavaScript · TypeScript · Java · Python

Frameworks & Libraries SASS · React · Next.js · Vite · Vue.js · Redux · Node.js · Express · Knex.js · GraphQL

Database Systems PostgreSQL · MySQL · MongoDB

DevOps & Tools Git · AWS · Maven · Docker · Figma · Jest · JUnit

Experience

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
- Took initiative to refactor and optimize redundant codebases, **reducing duplication by 30%**, improving maintainability and scalability

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
- Delivered detailed technical feedback to enhance development processes, supporting enhancements in model accuracy and deployment processes

Projects

Expense Tracking Web App

Feb. 2025

- Built secure financial application integrating **Plaid API with Next.js and Typescript** for real-time transaction monitoring
- Implemented server-side data synchronization using Plaid's **cursor-based** system for reliable transaction management
- Created **automated transaction categorization** with real-time budget alerts using **Nodemailer** for personalized insights
- Developed serverless architecture with Appwrite database, enabling efficient scaling and fast performance

Game Hub

Nov. 2024

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

Room Booking System

Apr. 2024

- 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**
- Built a serverless backend using **AWS Lambda and API Gateway**, ensuring efficient communication between microservices