

JAMES CHEN

Full Stack Engineer

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EXPERIENCE

Software Developer Intern | Kinaxis

📅 May 2023 – August 2023

📍 Ottawa, Canada

- Built a dashboard using **ASP.NET** and **MySQL** to display key info on test failures, as well as functionality to claim related JIRA tickets, which streamlined test pipeline interaction
- Wrote a script in **PowerShell** that automatically approves PRs based on build data from Jenkins and comments relevant test results, greatly increasing developer QoL
- Leveraged **NUnit** and **PowerShell** to test new features, increasing code coverage by 30%

Server Engineer Intern | Electronic Arts

📅 September 2022 – December 2022

📍 Toronto, Canada

- Developed RESTful APIs to handle game data and anti-cheat functionality using **Java Spring**
- Used **React.js** to build an internal tool that converts CSV quest files into interactive flow diagrams, resulting in a 50% increase in writing team productivity
- Leveraged **AWS ECS/EC2** to containerize front-end and implement auto-scaling, saving up to 10% in costs

Software Developer Intern | JSI Telecom

📅 Sep 2021 – Dec 2021

📍 Ottawa, Canada

- Spearheaded implementation of a CD pipeline for **Kubernetes** applications with **ArgoCD**, decreasing deployment times by 40%
- Built a user analytics engine to process Snapchat location, message, and IP data in **C#**
- Engineered a data ingestion service using **Python** and **C#** to decrypt keylogger records and parse decrypted logs

Full Stack Developer Intern | Wind River Systems

📅 May 2021 – August 2021

📍 Ottawa, Canada

- Created an internal testing dashboard using **AngularJS** that allows users to view historical data, consolidated results, and the statuses of the latest test runs
- Added new data pipelines and eliminated unnecessary queries in a Django and PostgreSQL back end, improving loading times by 15%
- Automated the deployment of production and staging **Apache** servers, decreasing rebuild downtime by 30%

PROJECTS

LoL Sketch

LoL 'Pictionary' Game | ReactJS, ExpressJS, Riot Games API | lolsketch.com

- Designed a public lobby browser UI with 10,000 monthly users using **ReactJS**
- Developed and implemented a back end to facilitate concurrent two-way communication for group whiteboards and in-game chat using **ExpressJS** Web Sockets

Drively

IoT-based smart vehicle control | Arduino, Python, Firebase | Hack the North 2019

- Engineered a breathalyzer device and implemented a **Python** algorithm to detect drunk drivers and send air quality data to **Firebase** in real-time
- Built a **ReactJS** UI displaying live driver status by retrieving data from **Firebase**

SKILLS

Languages

Java Python C# C++
JavaScript TypeScript

Frameworks & Libraries

ReactJS AngularJS
Django Flask
Bootstrap jQuery

Data Manipulation

SQL MongoDB
Pandas Firebase

Tools/Technologies

Git Kubernetes
ArgoCD zsh Bash
AWS Apache Jenkins

EDUCATION

Bachelor's of Computer Science, Honours

Carleton University

📅 Sept 2020 – May 2024

cGPA: 3.9/4

Awards & Distinctions

- A. Davidson Dunton Scholarship
- Deans' Honour List

Relevant Coursework

- Data Structures & Algos
- Concurrent Systems
- Web Applications

Bachelor's of Mechanical Engineering, Honours Co-op

University of Waterloo

📅 Sept 2018 – Apr 2020

cGPA: 3.9/4

Awards & Distinctions

- President's Scholarship
- Class Ranking: 11/94