

25 Jay St, Apt 412
Brooklyn, NY 11201

Jeffrey Chen

Software Engineer

(630) 450-1462
jcchen305@gmail.com

Experience

Software Engineer	Google LLC	Spring 2018 – Present
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Backend Engineer, ChromeOS Video (Fall 2021 – Present)

- Assisting OEMs in ramping up new devices to support video playback features.
- Extending integration testing support to improve release reliability and regression resistance.

Fullstack Engineer, Google Chat (Spring 2020 – Fall 2021)

- Designed new backend architecture that required buy-in from separate engineering teams.
- Consolidated platform permission models to be server-side, reducing platform divergence.
- Implemented UI and functional feature work for Google Chat web platform.
- Led team of 3 junior engineers in implementing features.

Backend Engineer, Travel Services (Spring 2018 – Spring 2020)

- Created a microservice backend providing trip booking suggestions for upcoming travel that generated additional 5% CTR on landing pages.
- Established release pipeline for auto-deployed binaries increasing platform stability.
- Built automatic pipeline for re-training team's ML models, saving hours of manual SWE effort.

Software Engineer, Intern	Zappos.com	Summer 2017
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- Developed a new Java Spring Boot application to create JSON data served through REST APIs.
- Established pipeline for continuous deployment of Java applications.

Education

Los Angeles, CA	University of Southern California	Fall 2014 – Fall 2017
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- Bachelor of Science, *Computer Engineering and Computer Science*, GPA: 3.98
- 2018 Computer Engineering and Computer Science Outstanding Student Award
- Highlighted Coursework: Principles of Software Development; Algorithms and Theory of Computing; Parallel and Distributed Computation; Operating Systems; Internetworking

Languages and Skills

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- Languages: C/C++; Java; Javascript; Protobuf; HTML; CSS; Python; Assembly (MIPS)
 - Skills: RPC; Unit Testing; Integration Testing; Dependency Injection; Bazel; Dagger Producers; Closure Templates; Hadoop; Microservice architectures; Mercurial; Git; Google Spanner

Projects

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- *Fantasy Venture Capitalist (Fall 2016)*: Worked in a 5-person team to develop a simulation game with a Java Swing FE and Java server. Primary developer on the server and client manager.