

Abigail Chin

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A highly skilled Software Engineer with 3 years of experience in dynamic startup environments with a strong aptitude for quickly adapting to challenges. Passionate about continuous learning and creating products that have a positive impact on society.

EDUCATION

University of California, Berkeley

Masters of Development Engineering with a Concentration in AI/Data Analytics for Social Good | GPA: 3.65

Aug 2021 - Dec 2022

Berkeley, CA

San Francisco State University

Bachelor of Science in Computer Science | GPA: 3.67

Aug 2015 - Dec 2018

San Francisco, CA

WORK EXPERIENCE

Geocene

Vallejo, CA (Remote)

Software Engineer

Jun 2022 - Nov 2022

- Created a multi-page responsive React web application that helped farmers in the Central Valley save water and energy
- Improved Virridy's internal processes by enhancing its iOS mobile application, streamlining data tracking for increased worker efficiency
- Oversaw the complete lifecycle of a data dashboard application aimed at saving water and energy, from inception to deployment, by coordinating with stakeholders and the development team
- Utilized Figma to design wireframes and develop a responsive UI/UX
- Conducted user research by interviewing potential users in both West Africa and California's Central Valley to uncover insights and establish user stories and personas

Tecarta

Palo Alto, CA

Software Engineer

Jan 2019 - Jul 2021

- Collaborated with a small team of 2 engineers to structure, develop, design, test, and deploy three cross-platform mobile applications for iOS and Android, with a combined user base of over 15+ million users, that helped users learn more about the Bible and access resources to enhance their learning experience
- Led end-to-end development of a Bible search application from ideation to launch, which achieved a 4.8 rating on the Apple App Store and garnered over 3+ million users. Responsibilities included app structuring and developing
- Researched and determined the optimal state management techniques for the application architecture
- Created custom Flutter external packages for reusable code management and improved project efficiency

Software Engineer Intern

May 2017 - Aug 2018

- Recreated a web application as an iOS mobile application. Added new mobile-friendly features to increase user satisfaction and engagement and achieved a 4.9 rating on the Apple App Store
- Developed a web-scraper MacOS application that efficiently parsed thousands of web pages within seconds and applied JavaScript-based formatting, resulting in a remarkable 90% acceleration of document processing

PROJECTS

Reflex Integration Through Play (RITP) | React Native, Typescript

2023

- Feature development for a cross-platform application addressing developmental challenges through physical reflex therapy

Justbe | Flutter, Figma

2023

- Research and development for a cross-platform mobile app that addresses mental health through guided meditations

ADDITIONAL

Technical Skills: Advanced in Dart, Swift, Python, JavaScript, Typescript; Proficient in Java, HTML, CSS

Developer Tools: VSCode, Xcode, Jenkins, Jupyter Notebook

Technologies/Frameworks: React, Flutter, React Native, MacOS, GitHub, AWS, Figma

Certifications: Make School iOS Developer Certificate 2016

Relevant Coursework: Applied Machine Learning, Data Science for Energy, Introduction to Artificial Intelligence, Experimental Design for Machine Learning, Introduction to Embedded Systems, Introduction to Robotics, iOS Mobile Applications