

# 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*

Aug 2021 - Dec 2022

Berkeley, CA

### San Francisco State University

*Bachelor of Science in Computer Science*

Aug 2015 - Dec 2018

San Francisco, CA

## WORK EXPERIENCE

### General Public Art

*Software Engineer (Contract)*

Carpinteria, CA (Remote)

April 2024 - Present

- Developed a dynamic price calculator tailored for art prints. Utilized Django and React

### Geocene

*Software Engineer*

Vallejo, CA (Remote)

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

*Software Engineer*

Palo Alto, CA

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, Django, MacOS, GitHub, AWS, Figma