

Miffy Chen

Software Engineer
Full-Stack Developer

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🎓 EDUCATION BOSTON UNIVERSITY (Boston, MA)

📅 MASTER OF SCIENCE IN COMPUTER SCIENCE | GPA: 4.0 / 4.0 Sept 2017 – May 2020

🌐 BACHELOR OF ARTS IN PSYCHOLOGICAL & BRAIN SCIENCE Sept 2011 – May 2015

💼 PROFESSIONAL EXPERIENCE

○ SOFTWARE ENGINEER @ Bolt Sept 2020 – Current

- Improving the scalability and reliability of Bolt at the application level to stay ahead of significant user growth.
- Continuously iterating on Bolt's API integration platform, making it more functionally flexible and robust to connect with a breadth of e-commerce platforms and proprietary technologies.
- Relevant technologies: **Golang, Node.JS, PostgreSQL, DynamoDB, GraphQL, Typescript, React, AWS, Terraform, Docker, Kubernetes, Datadog, Jenkins, CircleCI.**

○ CLOUD SOFTWARE ENGINEER @ Olympus Scientific Solutions Americas Oct 2019 – June 2020

- Improved and maintained a web application tool used by 500+ factory workers in the assembly line for **IoT** devices (*Handheld X-Ray Fluorescence Scanners*) using **Azure DevOps, C#, AngularJS, and SQL.**
- Revamped the company's customer cloud services from a monolithic application into a decentralized cloud platform with microservices that communicate to shared **Platform APIs** and **Azure Functions.**
- Architected a centralized dashboard that streamlined data pulled from enterprise customer accounts across different devices with data visualization and geo-tagging using **Angular 8, Material UI, Chart.js, C#, SQL, and C++.**

○ AWS TECHNICAL INTERN @ Amazon (Boston Seaport) June 2019 – Aug 2019

- Implemented a clean UI that presents *AWS Professional Services* offerings, and a predictions model based on past customer data from *Salesforce* to help account managers and practice managers when engaging future customers.
- Services used: **S3, Amplify, SSO, Cognito, WAF & Shield, API Gateway, Lambda, SNS, CodeBuild, CodeCommit, CodePipeline, DynamoDB, CloudWatch, CloudTrail, and CloudFormation.**

○ SOFTWARE ENGINEERING INTERN @ BrainCo Tech Mar 2019 – May 2019

- Created cross-platform games using **React.js, Node.js, and Electron.js** that trains concentration and relaxation skills by reading electrical impulses through *EEG headbands* in real-time.
- Implemented a 2-4 player racing game using 'focus levels' of players as speed controls for mini model cars on a race track. Used by the company as their showcase demo for *CES 2020 (Consumer Electronics Show).*

🏆 HACKATHONS

○ TECHTOGETHER @ Boston University | *Winner of Microsoft Azure Champ Challenge* | Mar 15 – 17, 2019

- Built a ChatBot web app that identifies potential onset symptoms of grandparents and elderly, encourages them to lead an active lifestyle, and stay connected to their families through means of social media.
- Project created with **Node.js** and **EJS**, hosted using **Azure's Web App** and **DevOps** services, connected to **GitHub** repository with a **CI/CD pipeline** on Azure.

○ HACK(H)ER413 @ UMass Amherst | *Winner of Best Use of Google Cloud Platform* | Feb 09 – 10, 2019

- Built a **Machine Learning Model** that identifies breed combinations of mix-bred dogs and cats to help raise adoption rates in animal shelters using **Google Cloud AutoML Vision.** Achieved an accuracy rate of 97.04% with the custom-trained model, a 3.259% improvement from using the pre-trained model of **Google Cloud Vision API.**
- Built a web UI with **REST API** that executes **Serverless Application Scripts** stored on **Google Cloud Functions.**

⚙️ TECHNICAL SKILLS

LANGUAGES

Java, C#, Python,
JavaScript, Golang

FRAMEWORKS

React.js, Angular 8, AngularJS,
Vue.js, Node.js, Spring-Boot

DB/TOOLS

Git, Postgres,
DynamoDB, SQL

CLOUD PLATFORMS

AWS, MS Azure,
Firebase, Google Cloud