Thomas Chin

Software Engineer | Los Angeles, CA

Contact

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Technical Languages

Swift
Kotlin
Java
TypeScript
Javascript
C++
C
HTML5 / CSS3

Tools & Skills

Xcode
UIKit
Android Studio
React Native / React JS
Unit Testing Frameworks (OCMock, XCTest, Mockk)
MVVM Architecture
Google Protocol Buffers
Multithreading / Kotlin Coroutines
A/B Testing
Graphana / Graphene
Dependency Management (Gradle, Bazel, Buck, Scope Graphs)
gRPC Framework
Kubernetes
Google Cloud Platform
Git / GitHub
Jira
On-Call (Splunk, paging tools)
Agile Methodology

Education

University of California, Riverside

July 2020

B.S. Computer Engineering

Professional Experience

Amazon - Halo Health

Mobile Development Engineer · United States   *July 2022 - Present*

● Developed features for both iOS and Android platforms on the Connectivity & Data Pipeline team, supporting and improving device connection and data synchronization between customers' Halo devices and the Halo app

● Currently aiding the sunset of the Halo Health program, closing customer-facing features while monitoring key metrics to ensure a smooth transition and shutdown of the Halo app and devices

● Implemented Google's open-source gRPC framework into the Halo app, enabling bidirectional streaming of health data and improving latency between the Halo app and backend services to provide seamless and real-time health statistics for customers, and becoming Amazon's first mobile application with a gRPC infrastructure

● Drove org-wide initiatives to scrub and remove sensitive user information from internal and external sources, upholding our promise to respect customer privacy and protect personal data

● Contributed to the launch of Halo Rise, Amazon's first external sleep-tracking device

Snap Inc.

Software Engineer · Santa Monica, CA   *May 2021 - April 2022*

● Projected and launched small to medium size projects on the Messaging iOS client team, reaching consumer population sizes of 300 million daily active users on Snapchat

● Released features to employee, beta, and production users through A/B testing, controlling distribution based on analysis of metrics and regressions and product design choices

● Collaborated with different stakeholder teams (Maps, Security) to launch messaging components and boost consumer engagement in chat and partner features

● Interviewed and mentored for the Snap Up Apprenticeship program, aiming to guide new university graduate engineers through their early professional career

Released Projects: Streaks Relaxation, Location in Chat Header, Password Detection, Chat Reply

Snap Up Software Apprentice · Santa Monica, CA   *Aug 2020 - May 2021*

● Selected as 1 of 24 recent graduates to represent the second cohort of the Snap Up Apprenticeship program

● Rotated through 3 different engineering teams to gain experience in different industry-level teams and software tech stacks within Snap

● Laid the foundation for a React webapp internal tool aiding in the release of Spotlight, and is still used today to provide user data through gRPC requests to Kubernetes servers