Phillip Chen

Software Engineer

Location: San Francisco
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Github: https://github.com/phillipchengh
Linkedin: https://www.linkedin.com/in/pchenp
Portfolio: https://phillipchengh.github.io

Languages

Proficient
JavaScript
HTML
CSS

Familiar
Java
SQL
Perl

Software

ReactJS (ReactDOM)
Less
jQuery
Webpack
redux
jest
NodeJS
docker

Tools

Git
Vim
Visual Studio Code
Linux Utilities
AWS
Figma

Academics

School: UCLA
Major: Computer Science
GPA: 3.2
Graduation: Mar 2015

Experience

ZipRecruiter

Senior Frontend Engineer — Oct 2018 - Present
Frontend Engineer — Dec 2016 - Oct 2018

- Engineer ES6+ JavaScript and React frontend.
- Maintain Webpack config to optimize static assets, build performance, and developer experience.
- Serve as tech lead for AB Test driven projects to ensure alignment with backend, design, and product.
- Develop user facing Perl backend logic and APIs.

Zabinet

Web Developer — May 2015 - Aug 2016

- Built RESTFul APIs using proprietary PHP framework.
- Engineered data syncs from Etsy, Factual, and others.

Sony Network Entertainment Int'l

Software Developer Intern — Jun 2014 - Dec 2014

- Built user interface for an internal localization tool.

Hoonto

JavaScript Intern — Jun 2013 - Jul 2013

Projects

dndbeyondparty.com Web app that displays D&D characters fetched from the D&D Beyond API. Uses React, Webpack, localStorage, docker compose, and Go.
gfbot: NodeJS Discord bot that sends stickers and roll simulations related to a mobile game.
Japanese Animation Club at UCLA: Wrote the club's website as webmaster with Wordpress and Angular.
Daily Bruin at UCLA: Developed Wordpress pages.
@lilypadpom: Lily, my pomeranian who wants treats.