Phillip Chen

Software Engineer

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

Languages

Proficient
JavaScript
HTML
CSS

Familiar
Java
SQL
Perl

Software

ReactJS (ReactDOM)
Less
jQuery
Webpack
redux
jest
NodeJS
AWS
docker

Tools

Git
Vim
Sublime Text
Visual Studio Code
Linux Utilities

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 job seeker 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
- Prototyped a user interface to display NPM modules.

Projects

dndbeyondparty.com Web app that displays D&D characters from the D&D Beyond API. Uses React, Webpack, localStorage, docker, docker compose, and Go.
gfbot: NodeJS Discord bot that sends img 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.