

# 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](http://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.