Chris Sifeng Chen

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EDUCATION

University of Rochester Rochester, NY
B.S. in Computer Science *Sep 2020 - May 2024*
- Dean's List, Computer Science Department-Outstanding Senior Award

EXPERIENCE

Comcast April 2025 - Present
Software Engineer *Philadelphia, PA*
- Developing and maintaining internal tools used across multiple teams, including machine learning data annotation, content management, and search/audio discovery interfaces.

DoraHacks May 2024 – April 2025
Software Engineer *Remote*
- Architected a high-performance asynchronous Telegram bot notification system with a custom Redis-based rate limiter, delivering real-time alerts 24/7 to 20,000+ concurrent users while managing global and per-chat rate limits and supporting priority-based messaging for urgent notifications.
- Built Web3 apps to streamline decentralized governance processes (Quadratic Funding / Voting), enabling seamless management of over $100K in blockchain transactions through user-friendly UIs and smart contract integrations.
- Implemented cross-platform mobile-to-web authentication system using industry-standard protocols, enabling users to safely connect and interact with web applications from their mobile devices.
- Refactored complex codebase integrating blockchain interactions and ETL/backend database synchronization, while documenting smoke test procedures to ensure long-term maintainability and system reliability.
- Developed and maintained a UI library using Git submodules to enforce design system consistency and streamline reusability across all frontend codebases.

InfoScout May 2023 - August 2024
Software Engineer *New York, NY*
- Spearheaded front-end development for the company's website and primary software during the early stages.
- Developed asynchronous data transformation feature by integrating message queuing (AWS SQS) and observer pattern to enhance user experience and task handling in cloud infrastructure's system.
- Reduced new feature development time by 30% by designing and implementing front-end architecture and folder structure that ensures codebase's flexibility and maintainability.
- Designed and documented SOLID standard for code contribution to ensure UI component reusability.
- Established workflow practicing agile/scrum for consistent feature delivery and enhancing cross-team collaborations.

Rochester Human-Computer Interaction Lab March 2023 - May 2024
Software Engineer *Rochester, NY*
- Contributed new features to the open-source framework's core package by building a real-time admin panel to track users' actions during experiments from scratch.
- Optimized the application's scalability and performance, by implementing the debouncing technique reducing CPU usage by 85% and runtime by 90% overall.
- Established comprehensive unit tests to cover various real life scenarios. Utilizing testing framework Puppeteer and minimized experiment costs and reduced crash rate from 80% to 0%.
- Designed database schemas and leveraged MongoDB Atlas to store participant response and actions across 20 experiment batches over the semester, averaging 30 participants per batch.
- Restructured backend codebase for scalability, code reusability and readability by modularizing key functions.

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Python, Java, SQL.
Frameworks: React, NextJS, Vue.js, Nuxt, Express.js, NestJS, Django.
Developer Tools: Git, Docker, Kubernetes.
Hobbies: Running, gaming, cooking, music.