Chihhui (Serena) Lin

Full Stack Software Engineer

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I am a full-stack developer fluent in Mandarin and Taiwanese that enjoys the art of blending creativity and efficiency to address challenging problems for global corporations. I value my ability to be a team-player and support technical and non technical teams. I have a great desire to learn and constantly improve myself.

SKILLS

- Programming Languages: JavaScript, Python, SQL, CSS, HTML
- Frameworks & Databases: React, Node.js, Express, MongoDB, GIT
- Other Skills: RESTful API's, Visual Studio, Git, GitHub, NPM, Mongoose, Postman, REST, Agile, Heroku, Bootstrap, Algorithms, Data Structures, Responsive Design

RELEVANT EXPERIENCE

Software Engineering Flex Immersive | General Assembly | Remote | June 2021–December 2021 Successfully completed a 500+ hours full-stack Software Engineering program providing experience with the most contemporary front and back end programming languages, tools, and methodologies. Developed the following projects:

- Tamagotchi Mini Project | GitHub Repo | Deployed Site | Built with JavaScript, CSS, HTML, Bootstrap
- Catching Pokémon | GitHub Repo | Deployed Site | Built with JavaScript, CSS, HTML, Bootstrap

Web Developer / Documentation Manager | Naodan Chartering Inc. | Mercer Island, WA | 2018 - Present

- Drive development of company website using HTML, CSS, and Javascript in accordance with the parent company's needs.
- Draft Booking Notes and Charter Parties for 100+ annual bookings while improving rate of authorization and execution for vessel files.
- Automate daily market reports and status updates for customers, increasing productivity by 50%.

Project Manager | iDreams Global | Taipei, Taiwan | 2015 - 2017

- Increased iDreams Global's company awareness in China by researching, analyzing, and choosing between multiple Chinese advertising companies.
- Helped company website gain 75% traffic increase in China.

Chinese localization video games tester | C2S Technologies, Inc. | Bellevue, Washington | 2014

- Wrote 30+ detailed test cases and reproducible bug reports per game with customer impact.
- Track bugs' lifecycle and provide analysis or recommendation as necessary to aid the decision process.

EDUCATION

General Assembly | Software Engineering Flex Immersive | Remote | 2021
Stanford University | Program: Code in Place | Remote | April 2020–May 2020
University of Washington | B.A. Business Administration Major: Marketing | Bothell, WA | 2014