

Harry Chen

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Education

University of Calgary - *Calgary, Alberta*

Sept 2018 - May 2023

- Combined B.Sc. in Computer Science and B.A. in Economics GPA: 3.98
- Courses: Algorithms, Relational Databases, Computer Networks, Object-Oriented Design

Experience

Meta (WhatsApp) | Software Engineer Intern - Menlo Park, California May 2022 – Aug 2022

- Built the screen lock feature for WhatsApp Web and Electron desktop, which allows users to set a local passcode to lock their screen for additional privacy using JavaScript and React.
- Implemented cryptographic security requirements of the feature with the Subtle Crypto API.
- Collaborated with a product manager and designers on the user interface and experience.
- Developed and styled responsive UI components with accessibility and localization in mind.

Arolytics | Software Developer Intern - Remote

May 2021 – Aug 2021

- Developed features for the emissions data management REST API using Python and Flask.
- Added container-based integration testing for 13% of the backend using Docker and Pytest.
- Set up and wrote API documentation for over 60 endpoints using OpenAPI and Swagger UI.
- Created a streamlined process for developers to write MongoDB schema migrations.
- Increased code readability and reduced technical debt through refactoring Python code.

Mikata Health | Software Developer Intern (Part-time) - Remote

Sept 2020 – Apr 2021

- Led the revamped design implementation for the clinic-facing web app in React and Redux.
- Converted ~10% of the JavaScript frontend code to TypeScript for improved maintainability.

Mikata Health | Software Developer Intern (Full-time) - Remote

May 2020 – Aug 2020

- Eliminated developer time spent on custom patient messages for clinics by developing a customization frontend and API backend using Node.js, PostgreSQL, and AWS Lambda.
- Created robust UI components for the patient chat web app using React and TypeScript.
- Wrote backend unit tests using Jest and PostgreSQL database migrations using Knex.js.
- Used Scrum agile development for productivity through code reviews, sprints, and stand-ups.

Projects

Tank Royale

- Programmed a top-down tank battle game in Java with object-oriented design principles.
- Implemented animation, collision detection, bullet ricochet, and game physics with JavaFX.

UCollab

- Built a full-stack web app for academic collaboration using Python, Flask, and SQL Alchemy.
- Designed a frontend with a dashboard, profiles, and login using HTML, CSS, and Bootstrap.

Element Crush

- Coded an engaging match three or more tiles desktop puzzle game with Python and Pygame.

Skills

Languages: (*proficient*): Python, JavaScript, TypeScript, Java, HTML, CSS, SQL, (*familiar*): C++, C#, Haskell, ARM Assembly

Tools & Frameworks: React, Express, Flask, PostgreSQL, MongoDB, Git, Docker, Bash