# Christopher Chen

(718) 496-8812
chenstopher@gmail.com
http://chenstopher.com

## Experience

**Senior Software Engineer,** Zocdoc, New York, NY
*July 2017 – Present*
- Lead a team to build an accounting and budgeting service to accurately handle hundreds of thousands of transactions per month (scala, AWS ECS, AWS aurora/mysql)
- Developed a service to optimize retrieval of core doctor data (scala, redis, AWS lambdas, AWS kinesis)
- Built a standardized http client for our scala microservices that implemented retries, circuit breakers, zipkin tracing, and request context forwarding
- Taught functional programming patterns (typeclasses, lenses) and introduced scala libraries (scalikejdbc) to members of scala guild and mentored junior engineers and interns
- Prototyped a React Native app, our first exploration into React Native

**Software Engineer,** Zocdoc, New York, NY
*Feb 2016 – July 2017*
- Automated, refactored, and optimized parts of the billing system, some of the most legacy code around
- Migrated ads product out of a monolith to one of our very first scala microservices that serves millions of impressions per week (scala, finatra, mysql, AWS ECS)

**Game Programmer,** Kuma Games, New York, NY
*July 2012 – Feb 2016*
- Released three games: an episodic first person shooter (PC), an episodic space simulator (Android, FireOS, iOS), and a multiplayer card game (Android, FireOS, iOS). All were built using Unity3D and C#
- Significantly improved online multiplayer experience by implementing lag-compensation and optimizing networking code
- Collaborated with artists to overhaul UI and in-game shop system resulting in an increase in user interaction and registration
- Built a XMPP-based community system to allow users to chat and manage friends

## Education

**BS Computer Science**, Stony Brook University, *May 2012, Major GPA 3.8*
- Heavy concentration in algorithms, game programming, graphics
- Teaching assistant for intro java and game programming classes
- Finalist in the Stony Brook University Game Programming competition

## Skills

| | |
|---|---|
| **Languages** | scala, C#, js, HTML, CSS |
| **Technology** | finatra, .net, Unity3D, React, node |
| **Data** | MS SQL Server, MySQL, Redis |
| **Infra** | Ansible, AWS, docker, TeamCity |
| **Tools** | git, vim, IntelliJ, Visual Studio, Photoshop |
| **Other** | Dvorak Keyboard Layout |

## Fun

**Depth Beneath** (Unity3D, C#) - A 2D platformer game created in 72 hours for Ludum Dare 29 Game Jam. Placed 57th out of 1,004 entries, 24th in the Fun category.

Holder of way too many 2nd place trophies for the Annual Zocdoc Ping Pong Tournament