

# Greg Chen

646-736-9399 | [qixiang100@gmail.com](mailto:qixiang100@gmail.com) | [chenq7.github.io](https://chenq7.github.io) | [linkedin.com/in/qixiang-chen](https://linkedin.com/in/qixiang-chen)

## EDUCATION

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### Rensselaer Polytechnic Institute

*Bachelor of Science in Computer Science, Minor in Economics*

Troy, NY

May 2019

## EXPERIENCE

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### Software Engineer

*Daily Harvest*

Nov 2020 – Aug 2022

*New York, NY*

- Optimized order, subscription, and billing APIs for e-commerce website that affects millions of users
- Resolved critical billing issues as a member of the on-call team using Datadog monitoring and implemented unit test coverage and logging to reduce billing related complaints by over 35%
- Automated order refunds and replacements by utilizing Google Cloud Task queues to enable bulk actions for concurrent database changes, resulting in a 4-hour weekly reduction in engineering workload
- Collaborated with a team of engineers to redesign the relational database for flexible billing cadences, using percentage-based deployment via A/B testing to increase customer orders by 10-14%
- Assisted cross-functional teams in creating a B2B transaction feature by constructing relational database schemas and parsing user info for storage in Google Cloud, boosting customer conversion rates
- Enhanced data retrieval for SMS and email marketing campaigns by integrating Braze's connected content feature with Python and FastAPI, leading to a 23% increase in customer engagement

## PROJECTS

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### Video Night | *Ruby on Rails, PostgreSQL, React, Redux, AWS S3*

Sept 2022 – Present

- Developed a full-stack web application modeled after YouTube, utilizing MVC architecture and Rails polymorphic associations on the backend with React on the frontend
- Implemented a custom user authentication system using Bcrypt for password hashing and the SecureRandom module to generate and store session cookies, ensuring persistent and secure logins
- Integrated AWS S3 for cloud storage of image and media uploads, significantly reducing server load and enhancing the scalability of video services
- Employed CSS3 Flexbox and media queries to create a responsive layout, and developed a custom modal framework using React component architecture, streamlining the creation of new forms

### Cave Adventure | *JavaScript, Phaser JS, HTML, CSS*

Nov 2019 – July 2020

- Designed an interactive 2D shooter game leveraging conditional logic and Object-Oriented Programming techniques to create responsive character movement with realistic velocity and gravity
- Formulated a collision detection algorithm for sprite characters, integrating keystroke event listeners to monitor player movement and seamlessly revert characters to their previous state when collisions occur
- Leveraged HTML5 Canvas and JavaScript to render intricate game levels and character sprites, incorporating randomly generated mobs to enhance dynamic gameplay

## TECHNICAL SKILLS

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**Languages:** Python, Ruby, Java, PostgreSQL, SQLAlchemy, JavaScript, TypeScript, HTML/CSS

**Frameworks:** Flask, Django, Ruby on Rails, Angular, Express.js, FastAPI, Kubernetes

**Libraries:** React, pandas, NumPy, Redux, Node.js

**Developer Tools:** Git, Docker, CircleCI, Google Cloud Platform, VS Code, Jira, Datadog, Postman