



Jenny Chen

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SKILLS

Languages: TypeScript, C/C++, Python, Clojure, Java, Swift

Technologies: ReactJS, GraphQL, Git, MobX, Redux, PostgreSQL

EXPERIENCE

Riot Games | Software Engineering Intern

May 2023 - Aug 2023

- Working on the Teamfight Tactic's team as a gameplay engineer

Figma | Software Engineering Intern

Jan 2023 - Apr 2023

- Worked on refreshing FigJam's tools and navbar UI
- Refactored the codebase for facilitate easier future development on these tools

Figma | Software Engineering Intern

May 2022 - Aug 2022

- Created the voting feature on FigJam with three other engineers
 - The voting feature had on average **6000+** weekly active users in the first few months after launch
- Used **React** and **TypeScript** to create the UI for the voting feature
- Wrote the logic for counting and displaying votes on the canvas in **C++**
 - Created an observer for reading the canvas using a delegation pattern

Hack the North | Frontend Developer, Frontend Individual Contributor

Apr 2021 - Present

- Created the main website, and hacker application using **TypeScript**, **React**, **NextJS**, and **GraphQL**
 - Viewed by **38 000+** visitors and used by **5 400+** applicants
- Developed dashboard applications which served as the primary platform for **3 200+** event attendees (hackers), mentors, and sponsors
 - Built out RSVP process, onboarding flow, and dashboard homepage
- **[As IC]** Acting as TPM for frontend's projects, working independently on frontend infrastructure

Faire | Frontend Engineer Intern

Sept 2021 - Dec 2021

- Optimized Faire's brand bulk upload tool, speeding it up by up to **200%**
- Developed new swatches feature across both brand and retailer sides in **TypeScript** and **React**
 - Scoped, designed, and implemented the UI and logic for brand side's backfiller solution
 - Implemented UI for retailer and the final brand side swatches editor

Synqrinus | Fullstack Developer Intern

Jan 2021 - Apr 2021

- Built an internal data visualization dashboard for the research team and clients
 - Developed client-side UI using **ClojureScript** and **React**
 - Wrote APIs in **Clojure** to retrieve datasets
- Used **Clojure** and **SQL** to create cron jobs and expand functionality of the team's internal timesheets tool
- Maintained/refactored Clojure tools, increasing team's efficiency in creating marketing surveys

Jewlr | Fullstack Developer Intern

May 2020 - Aug 2020

- Redesigned and refactored payment processing code from **HTML+ERB** into **React**
- Wrote new **Ruby** APIs to support refactored payment platform

EDUCATION

University of Waterloo

Expected 2024

Candidate for Bachelor of Computer Science