

Yen-An Chen

yc6380@nyu.edu | (410) - 599-9112 | linkedin.com/in/yenanchenn | github.com/YAChen123 | Queens, NY

EDUCATION

New York University

Master of Science in Computer Science

GPA: 3.52/4.00

Relevant Courses: Computer Vision, Artificial Intelligence, Realtime and Big Data Analytic, DevOps and Agile Methodologies

New York City, NY

September 2022 – Present

University of Delaware

Bachelor of Science in Computer Science

GPA: 3.40/4.00

Relevant Courses: Algorithms, Operating Systems, Computer Networking, Database Systems, Network Security

Newark, DE

August 2017 – May 2021

SKILLS

- **Programming Languages:** Java, Python, C, C++, SQL, JavaScript
- **Web Development:** Spring, React, Redux, HTML, CSS, PostgreSQL, Redis, DynamoDB
- **Additional Tools:** Docker, Kubernetes, CI/CD pipelines, Linux, Git, Hadoop, Kafka, RabbitMQ, ZooKeeper, AWS
- **Soft Skills:** Communication, Teamwork, Problem-solving, Leadership, Time Management, Adaptability

PROFESSIONAL EXPERIENCE

MarketAxess

Software Engineer Intern

New York City, NY

June 2023 – August 2023

- Led a team of 6 in integrating EU convertible bonds into the trading platform and pitched the proposal to top executives, resulting in a projected 5% revenue increase
- Collaborated in a 7-member Agile team to reduce alert disturbances by 95% through consolidating multiple bond submissions to a single notification
- Enhanced the client experience with an alert disabling feature, improving client alert management
- Amplified system performance by utilizing DynamoDB via React for alert preference storage, resulting in a 10% efficiency boost by offloading the backend

Dingyi Technology Co., Ltd

Java Backend Engineer (full-time)

Taipei, Taiwan

January 2022 – May 2022

- Developed game architecture for online gambling platforms using Spring MVC, addressing client-reported issues
- Implemented the "Time Deposit" feature, allowing customers to deposit money in advance and earn balance. This initiative led to a 2% revenue increase for the company
- Optimized slot machine APIs with Java multi-threading by implementing the Runnable interface, segmenting computations, and aggregating results, enhancing efficiency by over 50%
- Aided the transition to a contemporary online gambling platform by refactoring code, improving microservice architecture design, and introducing dark mode for enhanced UX/UI

PROJECTS

Microservices-Based Promotion System | DevOps and Agile Methodologies project

September 2023 – Present

- Collaborated in a team of 5 developers using Agile methodologies to develop a cloud-native eCommerce backend using Python, Flask, Docker, Kubernetes, and CI/CD pipelines
- Spearheaded the development of a "/promotions" RESTful microservice and implemented a CI/CD pipeline for automated testing

Sudoku-Solver-via-DPLL | Artificial Intelligence project

October 2023

- Implemented a modular Sudoku solver that translates puzzles into CNF clauses using the DPLL algorithm

ToDoList | Side Project

February 2023 – May 2023

- Developed a full-stack task management app using React, Spring, PostgreSQL, and Microsoft Azure
- Enhanced task management efficiency with features for creating, editing, deleting, and organizing to-do list items