

# Jiazhe Chen

617.816.2717 | chen.jiazhe@northeastern.edu | www.linkedin.com/in/jiazhe-chen | github.com/Pats-Chen

## Summary

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An innovative junior software engineer, proficient in Python, JavaScript, and Java, with extensive experience in full-stack web & desktop application development. Proven ability in leading projects, designing, implementing, and delivering scalable software products through efficient collaboration with team members.

## Education

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### Northeastern University

Master of Science in Computer Science, GPA 3.9

**Boston, MA**

Sep. 2021 – Dec. 2024(Expected)

- Courses: Interpreters, Computer Graphics, Mobile Application Development, Web Development
- Dean's Scholarship, Graduate Teaching Assistant

### The University of Tokyo

Master of Economics in Applied Economics

**Tokyo, Japan**

Apr. 2017 – Mar. 2019

### East China University of Political Science & Law

Bachelor of Arts in Japanese

**Shanghai, China**

Sep. 2010 – Jul. 2014

## Selected Projects

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### Travel Planning Web Application | JavaScript, React.js, Node.js, MongoDB, Git

2023

- Developed a full-stack social media web application on top of Google Maps API, where users can interact and collaborate on travel attractions and travel plans by combining features from various competitors in the industry.
- Devised web application architecture in form of a RESTful API and minimized the development efforts by reusing React.js components, Node.js as a back-end system, and a MongoDB database for NoSQL data models.
- Conducted integration tests on all feature components to identify improvement and optimization during the development lifecycle and delivered a functional build using Git on Netlify, ensuring reliability and efficiency.

### Collaborative Painting Program | C++, GTK, Linux, Git

2023

- Conceptualized a server-level database and a network protocol that allows clients to synchronize actions performed by others in the network, undo their actions, or save/load current painting work to local devices.
- Built server functionalities such as dataflow broadcasting, user reconnection, and action history log in an Agile style.

### Fast Content Delivery Network | Python, Socket Programming, Linux, Git

2022

- Collaborated in a competition to design and implement a fast Content Delivery Network to reduce latency of static page loads, leading to the top-ranked HTTP performance among 20 teams involved.
- Implemented distributed HTTP servers with a caching strategy based on power-law distribution to increase local availability for optimal user experience of page loads.

## Professional Experience

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### Seelove Technology

Software Engineer Intern | JavaScript, Vue.js, Three.js, Java Spring Boot, Figma, Git

**Remote**

Jun. 2024 – Present

- Designed wireframes & prototypes with Figma, developed interactive web platform interfaces using Vue.js, and collaborated with team members to integrate VR/XR features into web platforms.
- Integrated 3D model visualization into the web-end player using Three.js to ensure an immersive experience for wedding ceremonies held by users.

### Kanahato K.K.

Contract Software Engineer | JavaScript, React.js, Java Spring Boot, AWS Suite, Figma, GitHub

**Remote**

Apr. 2024 – Present

- Ensured enterprise-level data security, high availability, and efficient CRUD operations by utilizing a hybrid database structure using AWS S3 and DynamoDB for static assets and dynamic resources in multiple languages.
- Created efficient CI/CD pipelines with GitHub Action, AWS SES, and AWS Lambda for automated tasks, build, and deployment processes, decreasing average deployment workload by 75%.
- Optimized data architecture for scalable back-end APIs, secured user authentication & authorization control, and modern UI/UX flow with animated Material Design components to create consistent user experience.