# Virginia Chen

# Software Engineer

#### **CONTACT**

virginiachen.me

virginia.chen32@gmail.com

(785) 691-6178

in linkedin.com/in/virginia-chen

**Q** github.com/virginiac32

## **EDUCATION**

#### **DUKE UNIVERSITY**

2010-2014

- BSE in Biomedical Engineering w/ Minor in Physics
- Magna Cum Laude

# **SKILLS**

- Ruby
- Ruby on Rails
- JavaScript
- React.js
- Test-Driven Development
- RSpec
- SQL
- HTML/CSS

# **EXPERIENCE**

#### **REDBUBBLE - FULLSTACK SOFTWARE ENGINEER**

Ruby on Rails, JavaScript, React.js 2017-current

- Worked directly with key teams and PMs to automate and scale Redbubble's performance (technical) marketing programs
  - Helped increase the size of our shopping feeds by >200%
- Migrated product pages onto a new, more performant platform to enable faster new product launches
- Followed extreme programming (XP) practices, including continuous integration, test-driven development, and pair programming

#### **ACCENTURE - TECHNOLOGY CONSULTANT**

2014-2017

- Implemented cloud-based customer service software for global companies using the Agile methodology
- Managed ~10-person offshore development teams
- Led design and build sessions with clients, created test scripts, performed user acceptance testing of Salesforce implementations, and trained users

# **PROJECTS**

VISUALYZE (Ruby on Rails, React.js, Redux)

http://vizualyze.herokuapp.com/github.com/virginiac32/visualyze

Single-page full stack web app for crowd-sourced artwork annotation

- Built a dynamic artwork interface to show and create artwork and annotations through user mouse hovers and clicks
- Utilized CSS to create annotation pointers on the artwork that display real-time responsiveness to screen resizes
  - Logic was written to ensure pointers display in the originally set locations on the artwork regardless of image size

#### **LETTER RUN** (JavaScript, jQuery)

virginiac32.github.io/letter-run/github.com/virginiac32/letter-run

Javascript word anagram game

- Imported an externally-hosted word list to check for validity of words
- Implemented increasing speed of moving tiles based upon increasing player score