Jordan Chen

Staff Software Engineer — Distributed Systems & Cloud Platforms

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TECHNICAL SKILLS

Languages: TypeScript, Go, Python, Rust, SQL, Bash, C++

Frontend & UI: React, Next.js, Vite, Tailwind CSS, TanStack Router/Query, WebGL

Backend & Cloud: Node.js, Hono, PostgreSQL, Redis, Kafka, Docker, Kubernetes, AWS (ECS, S3, RDS, Lambda)

Architecture: Distributed Consensus (Raft), Microservices, High-Throughput Ingestion, Event Sourcing

EXPERIENCE

Staff Software Engineer
2022 – Present

CloudScale Distributed Systems — Seattle, WA

- Architected and deployed high-throughput event ingestion pipeline in Go and Kafka handling 85M+ events/day with 99.99% uptime.
- Refactored legacy monolith service into modular TypeScript microservices, reducing p99 API response latencies from 420ms to 65ms.
- Spearheaded multi-tenant Redis caching layer cutting relational DB query volume by 62% during peak seasonal traffic spikes.
- Automated end-to-end containerized CI/CD testing suites in GitHub Actions, slashing release deployment cycles from 4 days to 45 mins.

Senior Full Stack Software Engineer
2019 – 2022

Nexus DataStream Platforms — San Francisco, CA

- Engineered real-time analytics dashboards in React and TypeScript serving 140,000+ monthly active enterprise business users.
- Designed REST and WebSocket data feeds supporting collaborative document editing with conflict-free replicated data types.
- Integrated secure SSO authentication (OAuth 2.0 / SAML) reducing user onboarding friction and support ticket volume by 44%.

EDUCATION

University of Washington
2015 – 2019

B.S. in Computer Science & Engineering — Dean's Honors List