

# Chong Chen

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## EDUCATION

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### University of Wisconsin-Madison

Bachelor of Science in Computer Sciences; GPA: 3.83/4.00

Madison, WI

Aug. 2023 – May 2025

### The Ohio State University

Bachelor of Science in Computer Engineering; GPA: 3.74/4.00

Columbus, OH

Aug. 2021 – May 2023

## WORKING EXPERIENCE

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### Software Engineer Intern

TabbyML, Inc.

Remote

Aug. 2024 – Present

- Contributed to TabbyML's open-source code completion project (**22k+** GitHub stars) by leveraging **Rust** and **TypeScript** to optimize core algorithms, enhancing suggestion speed by **40%** and accuracy by **25%**, and performing extensive prompt tuning (including **Fill-in-the-Middle (FIM)** requests) to refine completion quality.
- Developed a natural language outline editing feature, increasing daily active users by **5%** and streamlining code structure planning time by **30%**.
- Designed and implemented an AI-powered commit message generator for monorepo and multi-repo setups, reducing average commit preparation time by **60%**.
- Created a Smart Apply feature for automatic code snippet insertion and implemented quick fix and "explain this" shortcut actions, improving user efficiency by **35%**.
- Actively participated in code reviews and documentation updates, enhancing project maintainability and fostering open-source community engagement, leading to a **20%** increase in community contributions.

### Software Developer Intern

Shanghai MaiMiao Internet Ltd.

Remote

Apr. 2024 – Aug. 2024

- Designed and developed a scalable, full-stack mobile app with **React Native + Expo** and **Spring Boot + Java** microservices, enhancing UX and business operations.
- Set up a **CI/CD** pipeline automating builds, tests, and deployments, reducing manual efforts by **80%**, accelerating releases by **50%**, and ensuring code quality.
- Implemented efficient **RESTful APIs** and a flexible message service interface, optimizing system performance by **30%** and enabling integration with various backends.
- Conducted code reviews, maintained documentation, and mentored junior developers, promoting best practices and collaboration.

### Software Engineer Intern

Virtual Hybrid Inc.

Los Angeles, CA

May 2023 – Aug. 2023

- Developed a scalable distributed-microservice project using **C#** and **ASP.NET**, resulting in a **30%** improvement in system scalability.
- Implemented location-based recommendations using **C#** and **NTS** topology suite, reducing nearby feed retrieval time by **120%**.
- Designed and built a News-Feed server with the fan-out pattern, cutting image upload wait time by **95%**.
- Enhanced data interchange efficiency with **Redis Pub/Sub**, reducing server load by **70%** and improving user experience by minimizing back-end processing delays for image uploads.

## PROJECTS

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### MelodyBay | Java, Spring Boot, React, PostgreSQL, Docker, Kubernetes

Jun. 2023 – Jan. 2024

- Developed a microservice-based platform for sharing **50,000+** songs, utilizing Java and Spring Boot.
- Implemented CI/CD pipelines, improving development efficiency by **50%** and streamlining deployment processes.
- Enhanced user experience and SEO by building a server-side rendering web application with **Next.js**.

## TECHNICAL SKILLS

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**Languages:** Rust, TypeScript, Go, Java, C#, Python

**Frameworks/Tools:** Actix-web, Spring Boot, ASP.NET Core, React, Node.js, Docker, Kubernetes, AWS, GCP, Git, PostgreSQL, Redis