# Maya Chen

**Software Engineer**

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## SUMMARY

Software engineer with 5 years building backend services in Java and Go on AWS for payments products. Led a payment-retry redesign that recovered $1.2M in failed charges in its first year, and owns services from design doc to on-call.

## EXPERIENCE

### Software Engineer II — Brightwell Payments

Austin, TX · Apr 2023 – Present

- Designed and built a payment-retry service in Java and Spring Boot that recovers about 8% of failed card charges, worth $1.2M in its first year.
- Split a 300,000-line billing monolith into 6 services behind an API gateway, cutting average release time from 2 weeks to 2 days.
- Cut p95 latency of the checkout API from 640 ms to 210 ms by adding Redis caching and removing N+1 queries in PostgreSQL.
- Mentored 3 junior engineers through code reviews and pairing; all three now own production services.

### Software Engineer — Quillon Software

Remote (US) · Jul 2021 – Mar 2023

- Built REST APIs in Go for a scheduling product used by 1,400 clinics, with 99.95% uptime over 18 months.
- Raised unit test coverage from 41% to 78% and added contract tests to CI, cutting production incidents per quarter from 9 to 3.
- Moved 14 cron jobs to an event-driven pipeline on AWS SQS and Lambda, saving $3,800 a month in idle EC2 capacity.

## SKILLS

Languages: Java, Go, Python, SQL, TypeScript

Backend: Spring Boot, gRPC, REST, Kafka, Redis, PostgreSQL

Cloud and DevOps: AWS (EC2, Lambda, SQS, RDS), Docker, Kubernetes, Terraform, GitHub Actions

Practices: System design, code review, testing (JUnit, Testcontainers), on-call

## EDUCATION

B.S. Computer Science, University of Texas at Austin, 2021

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