ASHLEY CHEN

e: awchen61@gmail.com l: linkedin.com/in/ashleywchen w: ashleychen.work

EXPERIENCE

Datadog | *New York, NY*
Software Engineer II **December 2025 – Current**
- Develop and maintain the internal notification platform spanning 60+ systems and processing ~1M notifications daily, building on-call and team-based routing and a personalized notification feed so engineers can quickly act on changes to their code, deployments, and infrastructure.
- Led a zero-downtime migration between PostgreSQL databases supporting the internal notification platform.
- Continuously improved backend reliability of the notification platform through slow query optimization, monitors, and synthetic tests; organized chaos game days to validate failure handling and improve incident readiness.
- Collaborated with product designers through the Design for Engineers pilot program to research and redesign how engineers view and manage their Slack notifications, turning feedback from internal engineer interviews into prototypes and UI design decisions.

Software Engineer **February 2024 – December 2025**
- Built and launched Notification Routing with partner SDLC teams, enabling engineers to opt in or out of notifications in Slack DMs and channels, including PR-change alerts for developer workflows that help reduce PR-to-merge time; scaled it to 800+ routes across 5+ teams and reduced deployment-system prompts by 80%.
- Built and launched the Cordons UI, working directly with Datadog's core incident commanders to improve how they block infrastructure changes and deployments during active incidents and planned code freezes.
- Drove time-sensitive migrations of internal deployment tools from deprecated APIs to supported ones, supporting the Release Platform's FedRAMP High certification effort.

Software Engineer Intern **June 2023 – August 2023**
- Implemented time zone preferences and Cmd+K fuzzy search for the Software Delivery internal platform, both highly requested user features that improve UI navigation.
- Used Datadog Real User Monitoring to investigate user interactions, identify frontend issues, and guide bug fixes across the deployment platform.

Michigan Daily | **Mobile App Developer** | *Ann Arbor, MI* **September 2022 – April 2023**
- Envisioned and implemented the Sections page for the Michigan Daily app utilizing React Native and JavaScript.
- Conducted beta user testing interviews to thoroughly analyze user interaction and recommend feature improvements.
- Collaborated with a team to iteratively define, design, and ship new features on the iOS app released in Winter 2023.

Chewy | **Software Engineer Intern** | *Boston, MA* **June 2022 – August 2022**
- Developed an internal Android app to support migration of Android Platform's internal design library to Chewy's Chirp Design System, standardizing design tokens for frontend developers.
- Migrated 30+ typography styles, color styles, and button components from Figma into the internal app.

Juni Learning | **Computer Science Instructor** | *Remote* **January 2022 – May 2022**
- Taught Python, Java, and C++ through project-based lessons covering core programming concepts, algorithms, and debugging to students ages 10–18.

EDUCATION

University of Michigan | *Ann Arbor, MI* **GPA: 3.7/4.0 | December 2023**
Bachelor of Science in Computer Science Engineering, Minor in Statistics
Relevant Coursework: Data Structures & Algorithms, Computer Security, Theory of Computation, Computer Organization, Discrete Math, Java Programming, Web Systems, Artificial Intelligence, Software for Accessibility, Statistics and AI

SKILLS

Coding: Go, TypeScript, GraphQL, JavaScript, Python, SQL, C++
Tools/practices: React, PostgreSQL, API design (REST, gRPC), Temporal, Kubernetes, Terraform, Protobuf, Datadog (APM, RUM, monitors, synthetics), Figma, FigJam, Claude Design, user interviews, usability testing, prototyping
Fun: casual yogi, gravel biking, snowboarding, cat mom, home cooking/baking, fashion, neon colors