

# Alice Chen — Rust / Golang Systems Engineer

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## Professional Summary

Systems programmer focused on high-performance storage and verifiable data structures. Experienced with Rust (async, Tokio) & Golang; modular API design for VC backends. Ideal for implementing SOLSTICE archive node alternative.

## Key Skills

- Rust (async, traits, Serde, tokio)
- Golang (concurrency, interfaces)
- Authenticated data structures: Merkle, tries, vectors
- Modular APIs / plugin architectures
- Benchmark harness design (criterion.rs, go test -bench)

Relevant Coursework: Operating Systems; Distributed Systems; Advanced Algorithms; Secure Software Engineering

## Selected Projects

- Authenticated KV Store in Rust (Merkle proofs)
- Go Blockchain Light Node (Ethereum headers)
- Pluggable Hash Abstraction Layer (trait swap)

## Contribution to SOLSTICE

Lead Rust/Golang codebase; define VC interfaces (Hyperproof, Reckle Tree); implement state slicing primitives; integrate benchmark hooks.