ALEXANDRE EL-KHOURY

FULLSTACK BLOCKCHAIN DEVELOPER

+33 7 49 99 04 69

✓ alexkhoury@hotmail.com

2 19 rue Duvivier, 75007, Paris

https://github.com/alexandreelkhoury

SKILLS

Smart Contract Development

- Back-End Development
- Decentralized Finance
- Frontend integrations
- · Security and gaz optimization

PROJECTS

- Automated Market Maker
- NFTunes
- Starknet DAO
- Betting Dapp
- ICO-DAO

EDUCATION

MASTER BLOCKCHAIN ENGINEER

ESGI

2022 - 2024

3 MONTHS BLOCKCHAIN CRASH COURSE

Alyra l'école Blockchain **2022**

BACHELOR IN MATHEMATICS

Université Paris Descartes 2018 - 2021 Passionate and dedicated blockchain developer with over 3 years of experience in developing decentralized applications (DApps) across multiple blockchain. Possess a deep understanding of blockchain technology and its ecosystem. Regularly attend blockchain events and hackathons. Seeking a role where I can contribute to innovative projects and enhance the blockchain ecosystem. Fluent in French, English, and Arabic.

EXPERIENCE

FULLSTACK DEVELOPER

Metav.rs 12/2022 - Present

- Operated and maintained an Ethereum RPC Node using Geth.
- Led the development of Chainalyze, a project designed to fetch data from the RPC Node and store it in a PSQL database.
- Integrated smart contract on the frontend of a minting page.
- Smart contract development in Solidity.
- Created API documentation in Clojure.
- Maintained and updated the API and database.
- Performed unit testing.
- Conducted thorough code reviews and implemented best practices to enhance security and efficiency.

BACK-END DEVELOPER NODEJS

Ambrosia 09/2022 - 11/2022

- Developed scripts to retrieve data from EVM chains
- Automated funds transfer from clients to DeFi protocols
- Maintained and improved the API using NestJS and MongoDB.
- Created a TS script to combat money laundering (AML/CFT).

TECHNOLOGIES

Web3

Solidity, Tezos, Starknet, Chainlink, Cairo, Rust, EtherJS/Web3JS, Foundry, Hardhat, Truffle, Wagmi

Web2

Typescript, NodeJS, NoSQL/SQL, ReactJS, Clojure, Go, Python