

Kevin Chen

Polyglot developer experienced in creating and maintaining high-quality scalable codebases. Proficient in decentralized and distributed systems, scalability, performance, networking, and developer tooling. Enthusiastic about research and open source.

TECHNICAL SKILLS

Concepts: blockchain, networking, sockets, event loops, async i/o, binary protocols, performance/memory profiling, metrics, debugging, microservices, RPC

Languages: Go, Python, Typescript, Java, Kotlin, Rust, Bash, Elixir, Swift, C, Solidity

Platforms: Ethereum, Solana, GRPC, websockets, React, aiohttp, Git, Docker, vim, AWS

EXPERIENCE

Software Engineering Tech Lead, bloXroute Labs; Remote — 2021–Present

Ran the *Trader API* team (~6 developers), which integrated decentralized exchange apps such as Openbook, Jupiter, Drift, CronFi, etc. into a fast and simple API powered by the BDN. Developed open-source clients SDKs in various languages for integration into trader bots or platforms such as Hummingbot. Contributed to other open-sourced projects to improve Solana support.

I managed all of US engineering at bloXroute as the company grew and built out specialized teams. During this, I conducted 1:1s with all the engineers to check in on their priorities, goals, and to provide mentorship. I also balanced developer prioritization against product needs, spec'ed out architecture for new projects, and defined generalized technical practices and requirements.

Software Engineer, bloXroute Labs; Chicago, IL — 2018–2021

Built the *Blockchain Distribution Network* (BDN), the first and fastest block/transaction delivery network. Developed route-finding algorithms and global network infrastructure for efficient propagation across the relay network, and blockchain interfaces for encoding/decoding data from blockchain such as Ethereum, Bitcoin, and BSC.

As one of the first engineers, I built out much of the core systems from scratch and established developer processes (code reviews, CI/CD, static analysis, etc.) for collaborating on a scalable codebase. I worked especially closely with `go-ethereum`, the primary ETH implementation.

Software Engineer, Fitbit; Boston, MA — 2016–2018

Designed, developed, tested, and profiled a multitude of applications: projects include a health-program driven rules engine and e-commerce payments. Scaled services within a microservice streaming ecosystem using Kafka, Cassandra, and Heron, and set up automated load testing.

KPCB Fellow / Software Engineer Intern, Indiegogo; San Francisco, CA — 2015

Full-stack Agile development, with an emphasis on iOS. Implemented Apple Pay integration, metrics collection, and A/B test frameworks.

EDUCATION

Northwestern University; Evanston IL — B.S. Computer Science, June 2016

GPA: 3.8; Awards: *Magna Cum Laude*, *Gotaas Award*, *Outstanding Senior in Computer Science*

PUBLICATIONS

Kevin Chen and Haoqi Zhang. 2015. Remote Paper Prototype Testing. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). ACM, New York, NY, USA, 77-80.