Aye Chan San Tun

San Jose, CA | ayechan.sant@gmail.com | 808 498 2305

github.com/ayechanst

Technologies

Main Languages: Rust, Typescript, Smalltalk, Python, SQL, GraphQL, HTML/CSS

Primary Technologies: React, Next.js, Postgres, Substreams, Glamorous Toolkit

Areas of Expertise: Fullstack Application Development, Blockchain, Data Indexing, API design, Security Research

Work Experience

Fullstack Developer, **The Graph** – San Francisco, CA **June 2023 - October 2024**

- Improved parallelized data indexing performance by 73%. This was done by removing blocking RPC requests, by emulating RPC calls to a stateful virtual machine using pure functions and CRDTs. This allowed full parallelism of the system, and greatly improved indexing speeds by days.
- Built multiple applications utilizing the indexed data through SQL/GraphQL.
- Built educational content for multiple parts of The Graph's tech stack and built non-trivial examples for the community.
- Integrated graph client (a developer toolkit) into Scaffold-Eth (a fullstack framework).

Fullstack Developer, **Spyglass Labs** – Santa Cruz, CA **April 2023 – April 2024**

- Contributed to the frontend, including animated React components with Framer Motion.
- Helped with the design and testing of their data indexing language, Streamline.
- Built and deployed large scale data indexing pipelines.
- Contributed end to end Cypress tests.

Fullstack Developer, **Buidl Guidl** – Los Gatos, CA **March 2023 - Present**

- Significantly improved user experience through several difficult programming challenges by narrowing the focus of the problem.
- Guided users through the Scaffold-Eth tech stack of NextJS, Daisy-UI, and Hardhat.
- Developed several full stack applications adhering to good practices as examples for what can be done with Buidl Guidl tools.

Fullstack Developer, **Contracting** – Los Gatos, CA **2022 - Present**

- Developed a security toolkit that uses both static code analysis and dynamic runtime analysis. Complete with visualizations to highlight, what would be subtle bugs in code such as incorrect memory layouts, as possible weaknesses in code bases.
- Built multiple APIs for several websites that serve refined and specific data.
- Created several games in Rust using Bevy, utilizing its ECS system, and doing a variety of asynchronous computing.
- Built a variety of web applications for different companies.

Education

Philosophy, **University of West Florida** – Pensacola, FL **2018 – 2022**