

# Sean Zheng

TECHNICAL LEAD

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## Summary

I have many years experience specializing in the backend development, infrastructure. Enjoys to customize all of the development environment. Interested in desinging a better problem-solving method for challenging tasks, and learning new technologies and tools if the need arises.

## Skills

**Working on** Blockchain, Kubernetes, AWS, Prometheus Stack, CI/CD, Database  
**Programming** Go, Python, Terraform, Makefile, Shell script  
**Languages** Mandarin, English

## Work Experience

### Hashgreen Inc.

Taipei, Taiwan

TECHNICAL LEAD

Sep. 2021 - Present

- As leader, lead and manage engineer team of 5 people above and focus on software engineering formed workflow and promote Agile mindset, DevOps culture. leading tech sharing, writing blog posts, etc.
- Design micro-service using gRPC as communication and Consul as Service discovery to implement Decentralized exchanges(DEX) based on Chia blockchain and deployment on EKS achieve high reliability. And collect whole business metrics for marketing analytics to continuous improvement product through Influxdb, Prometheus and Grafana.
- Designed and implemented Node as a Service to provide information on blocks and transactions based on Chia blockchain like Infura or Quic-kNode. In which, system architecture to divided micro-service using Domain-Driven Design and achieve high code quality above 80% code coverage through Test-Driven Development.
- Design CI/CD pipeline based on Trunk-based development and formulate standard commit message for our team members following and implement the pipeline through GitHub Action achieve standard, efficient development and delivery workflow.

### Newtype Games Limited

Taipei, Taiwan

SITE RELIABILITY ENGINEER

Jun. 2020 - Feb. 2021

- Install Kubernetes On-Premises with Kubespray, manage with Helm and use Rook-Ceph for the storage to provide DevOps service by implementing applications such as Prometheus, Grafana, Influxdb and Jenkins, etc.
- Design CI/CD pipelines based on Trunk-based development and build the pipelines by using Kubernetes, GCP and Ansible on Jenkins to
- Design and implement Elastic Stack as a logging system which collects log data from Docker containers.
- Deployed a centralized monitoring environment (Grafana, Prometheus Stack, InfluxDB) which gather system metrics as well as docker run-time metrics and business metrics.
- Use GoLang to design and develop common entry points for all services. Use GCS as configuration storage and obtain configuration and sensitive information through entry points.

### TrendMicro Inc.

Taipei, Taiwan

SOFTWARE ENGINEER IN PRODUCT LICENSING SERVICE (CONTRACTOR)

Oct. 2019 - Mar. 2020

- Design a self-service website that provides rights management (RBAC) and user activity history. Developed using React and .Net Core and deployed to AWS EKS via Helm.
- Design a service that provides device detection and alerting capabilities to enhance SSO security. Use .net core console to develop services and utilize Kafka's pub/sub function to achieve decoupling between systems.
- Design a system to provide records and query user authentication records. Use .net core to develop RESTful API services and deploy and use a combination of graylog, elasticsearch, fluentd to record audit logs.
- Use Jenkins Pipeline and Docker to improve the existing ci process to achieve a clearer display and easier debugging of the ci process.

### President Futures Co. Ltd

Taipei, Taiwan

SYSTEM ENGINEER

Sep. 2016 - Apr. 2019

- Design and implement a bulletin system. Use .Net Core to develop RESTful API and Angular 2 develop background management website, and send messages to clients through RabbibMQ.
- Design and implement a modular futures trading platform based on wpf and prism, providing a trading platform with customized requirements.
- After researching and VCS and CI, use Docker to deploy Gitlab. Import and educate the development team to improve development efficiency.

## Education

### National Taichung University of Science and Technology

Taichung, Taiwan

M.S. IN COMPUTER SCIENCE

Sep. 2014 - Jun. 2016