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Summary_

Experienced backend developer with expertise in infrastructure and a passion for customizing development environments. Skilled in designing innovative problem-solving approaches for challenging tasks. Eager to continuously learn new technologies and tools to stay updated in the field.

Ski**lls**_

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

- Led and managed an engineering team of 5 people, focusing on establishing a well-formed software engineering workflow and promoting an Agile mindset and DevOps culture. Conducted tech sharing sessions, authored blog posts, and fostered knowledge exchange within the team.
- Designed a micro-service architecture using gRPC for communication and Consul for service discovery. Implemented a decentralized exchange (DEX) based on the Chia blockchain and deployed it on EKS (Elastic Kubernetes Service) for high reliability. Collected comprehensive business metrics for marketing analytics and continuous improvement using InfluxDB, Prometheus, and Grafana.
- Designed and implemented a Node as a Service solution to provide block and transaction information based on the Chia blockchain, similar to Infura or QuickNode. Employed a system architecture that divided micro-services using Domain-Driven Design principles. Achieved high code quality with over 80% code coverage through Test-Driven Development practices.
- Designed a CI/CD pipeline based on Trunk-based development methodology. Established standard commit messages for team members to follow and implemented the pipeline using GitHub Actions, enabling a standardized, efficient development, and delivery workflow.

Newtype Games Limited Taipei, Taiwan

SITE RELIABILITY ENGINEER

Jun. 2020 - Feb. 2021

- Installed Kubernetes On-Premises using Kubespray, managed it with Helm, and implemented Rook-Ceph for storage. Provided DevOps services by deploying applications like Prometheus, Grafana, InfluxDB, Jenkins, and more.
- Deployed a centralized monitoring environment consisting of Grafana, Prometheus Stack, and InfluxDB. This environment collected system metrics, Docker runtime metrics, and business metrics for comprehensive monitoring.
- Utilized GoLang to design and develop common entry points for all services. Leveraged Google Cloud Storage (GCS) as configuration storage and accessed configuration and sensitive information through these entry points.

TrendMicro Inc. Taipei, Taiwan

SOFTWARE ENGINEER IN PRODUCT LICENSING SERVICE (CONTRACTOR)

Oct. 2019 - Mar. 2020

- Designed and developed a self-service website with rights management (RBAC) and user activity history. Leveraged React and .NET Core, and deployed the application to AWS EKS using Helm.
- Designed a service to enhance single sign-on (SSO) security by providing device detection and alerting capabilities. Implemented the service using .NET Core console application and utilized Kafka's pub/sub function for system decoupling.
- Developed a system for recording and querying user authentication records. Built RESTful API services using .NET Core and deployed a combination of Graylog, Elasticsearch, and Fluentd to store and analyze audit logs.

President Futures Co. Ltd Taipei, Taiwan

System Engineer

Sep. 2016 - Apr. 2019

- Designed and implemented a bulletin system, utilizing .NET Core to develop a RESTful API and Angular 2 for the background management website. Implemented messaging to clients using RabbitMQ.
- Developed a modular futures trading platform using WPF and Prism, delivering a customized trading platform to meet specific requirements.
- Researched and implemented version control system (VCS) and continuous integration (CI) practices. Leveraged Docker to deploy GitLab and successfully onboarded and educated the development team, resulting in improved development efficiency.

Education

National Taichung University of Science and Technology

Taichung, Taiwan

M.S. IN COMPUTER SCIENCE Sep. 2014 - Jun. 2016

March 28, 2024 Sean Zheng · Résumé 1