FELIX CHEN

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Toronto, Canada

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EXPERIENCE

Software Engineer - Site Reliability Engineering Google

iii 09/2022 - Current

Remote

• Engineered Google's infrastructure security, internal and external facing

Lead Blockchain Engineer

dApp Technology

i 11/2021 - 09/2022

Remote

- Managed a team of 10 including blockchain engineers, PM and UI UX
- Delivered Web3 solutions for Parallel Alpha and Mogul Productions
- Optimized smart contract gas usage saving \$150K USD during an NFT drop

Software Engineer Intern

Google

1 09/2021 - 12/2021

Remote

- Created a framework for SREs to automate chaos engineering experiments
- Programmed 2 daily chaos engineering tests on reCAPTCHA production

Software Engineer Contract

Safe Sign

i 10/2020 - 01/2021

Remote

- Delivered dynamic form creation, form responses and user administration
- Leveraged React, MongoDB, TypeScript, JWTs, Heroku and Bootstrap

Site Reliability Engineer Intern

IBM

i 05/2020 - 08/2021

- Remote
- Developed client self-service eliminating 240 hours per week of operations
- On call for 3600+ environments on Kubernetes, Docker, and Windows

Information Developer Intern

IBM

1 09/2018 - 04/2020

- Toronto & Remote
- Led development and operations on 10+ dashboards for Stack Exchange
- Automated support paging using PagerDuty, Slack and IBM Cloud Functions

EDUCATION

HBSc Computer Science University of Toronto

i 09/2016 - 08/2022

LANGUAGES



SKILLS

Blockchain

Diockchain
Hardhat OpenZeppelin Ethers
The Graph Moralis Avalanche
0x LayerZero MasterChef
Cloud
AWS GCP Azure Netlify
IBM Cloud Digital Ocean Heroku
Frontend
React Angular Material jQuery
WebRTC Bootstrap Carbon
Backend
Express Socket.IO Firebase
GraphQL Flask ShareDB tsoa
Databases
Mongo Redis Postgres Firestore
DevOps
Docker Kubernetes Ansible
Nginx PagerDuty New Relic
Machine Learning
Neural Networks Classification
Regression NumPy PyTorch

PROJECTS

Calcifer 🞧 🔗

• Developed on demand Kubernetes, Docker, and programming sandboxes in the browser, with a collaborative IDE

Error Correction Code Cache •

• Implemented two distributed caches in Rust finding an ECC cache used 58% the memory of a replicated Raft cache

Screen Share 🞧 🔗

Created peer to peer screen sharing using Peer.JS, React, TypeScript and IBM Carbon Design