FELIX CHEN

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EXPERIENCE

Blockchain Developer
dApp Technology

11/2021 - Current | Remote

- Delivered Solidity smart contracts for tokens, NFTs, and decentralized apps
- Shipped Web3 applications using React, AWS, MetaMask, and The Graph

Software Engineer Intern
Google

09/2021 – 12/2021 | Remote

- Developed a framework for SRE to schedule chaos engineering experiments using Python, DiRT, Cron, Chubby and Colossus
- Programmed 2 daily chaos engineering tests on reCAPTCHA production

Software Engineer Contract
Safe Sign

10/2020 – 01/2021 | Remote

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

Site Reliability Engineer Intern
IBM

05/2020 – 08/2021 | Remote

- Implemented self service using Kubernetes, Ansible, and MongoDB, eliminating 240 hours per week worth of SRE operations
- On call for offerings on Kubernetes, Docker, and Windows for 3600+ environments by leveraging PagerDuty, LogDNA, and NewRelic

Information Developer Intern
IBM

09/2018 – 04/2020 | Toronto & Remote

- Led development on 10+ dashboards and a rewards program increasing Stack Overflow db2-luw followers by 53%
- Automated support paging using PagerDuty API, Slack API and IBM Cloud Functions, saving thousands of hours spent monitoring Slack

EDUCATION

HBSc Computer Science
University of Toronto

09/2016 – 04/2022

LANGUAGES

Python | TypeScript | Go | Rust | JavaScript | Solidity | C | Java | Bash | SQL

SKILLS

Distributed Systems
Raft | gRPC | MapReduce

Cloud
AWS | GCP | Azure | IBM Cloud | Digital Ocean | Heroku

Frontend
React | Angular | Material | jQuery | WebRTC | Bootstrap | Carbon

Backend
Express | Socket.IO | Firebase | Flask | ShareDB | tsoa

Databases
MongoDB | Redis | PostgreSQL | CouchDB

DevOps
Kubernetes | Docker | Ansible | Nginx | PagerDuty | New Relic

Machine Learning
Neural Networks | Classification | Regression | NumPy | PyTorch

PROJECTS

Calcifer
- Developed on demand Kubernetes, Docker, and programming sandbox IDEs in the browser
- Utilized Docker in Docker, Angular, Redis, MongoDB, Nginx, Socket.IO, Monaco, and xterm.js
- Implemented real-time collaboration inside text editors and terminals using Socket.IO, Redis and ShareDB

Error Correction Code Cache
- Researched distributed systems and error correction codes (ECC) to build two distributed caches
- Implemented two distributed caches to compare ECC against replication finding ECC used 58% the memory of Raft

Screen Share
- Created a peer to peer application for screen sharing using Peer.JS, React, TypeScript and Carbon Design