Zhen (Brian) Guan

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Full Stack Developer

With 16 years of personal development history and 2 years of professional work experience, I am proficient in a range of cutting-edge technologies:

Frontend Frameworks	Backend Frameworks	Languages	Other
React.js	Spring Boot	TypeScript	Jest
React Native	Spring Security	Rust	Firebase
Vue.js	Ruby on Rails	C++ (C++20)	Vite
Flutter	Express	C#	Amazon Web Services
Tauri	Django	Java (JDK 18) / Kotlin	
Windows App SDK		Swift	

Education

Master in Computer Engineering

Sept 2021 – Aug 2023

Memorial University of Newfoundland

Sept 2017 - Aug 2021

Bachelor of Computer ScienceCapital Normal University

Work Experience

Contract Project Lead

Feb 2024 - Now

Weicare Cleaning Service Inc.

- Project: Housekeeping Service Platform
 - Replicated 2 design proposals for various components, in **Material 3** style, significantly **enhancing** user engagement and improving the aesthetic coherence.
 - Built the system architecture from the ground up, laying a scalable foundation that supported the successful platform launch and future growth.
 - Optimized the app cold start time to <800ms, markedly improving the user experience.
 - Achieved 99.9% uptime with SLB and Cloudflare DNS, enhancing backend stability.
 - **Expanded market reach** by integrating multiple payment gateways.

Full Stack Developer (Part time)

Jan 2021 - Jun 2022

Beijing Fengrong Trading Co., Ltd.

- Project: Company Portal Website
 - Developed the company's web portal by leveraging React and Ruby on Rails, **enhancing user** interaction and streamlining content delivery.
 - Achieved a 33% reduction in cacheless cold loading times by reengineering the package structure, significantly boosting site responsiveness and user satisfaction. Crafted a dynamic backend management system with real-time updates to carousel imagery and knowledge base articles while providing insights into user behavior through visit statistics.

Software Developer (Intern)

May 2020 – Jan 2021

Beijing GSafety Technology Co., Ltd.

- Project: Forest Fire Detection
 - Developed a C++17 based RTMP decoding system for DJI drone, enhancing detection capabilities.
 - Reimplemented an OpenCV bright-spot detection algorithm with C++ and fully tested, **boosting** real-time analysis performance by 55%.
 - Conducted **field testing** and deployed the system, confirming its **robustness and effectiveness.**
- Project: English Text Emotion Analysis
 - Collected over 20k tweets with self-designed multi-thread Twitter crawler.
 - Optimized the model accuracy by 17% through designing a data sanitization script for tweet texts.

AirX enables copy and paste across devices, regardless of physical distance or operating systems.

Repository and paper: https://github.com/hatsune-miku/libairx/tree/main/paper

Recent Projects

Feb 2024 - Now

NG2 Parental Control

A parental control system with remote monitor & control support.

*Visit eggtartc.com for demo videos and more projects.

NG2 is a parental control system developed with Tauri (Rust + React.js) and its backend is fully implemented with serverless technologies: Firebase Cloud Functions + Redis.

- Maximum minutes per day / per session
- Cooldown time every X minutes
- Remote screen lock / unlock, remote message, shell commands
- Disallowed / allowed timespan for weekends / weekdays / holidays
- Device screen time report

Time policies are stored in server and changes take effect in real time.

Feb 2023 - Now

AirX

A cross-platform text and file sharing system. AirX is a project finished by a team of 4. It allows users to seamlessly copy and paste files and text between macOS (SwiftUI), Windows (WinUI3), Android (React Native), and Linux (Rust) devices over LAN or Internet, blurring the boundaries between different platforms. AirX also provides a standalone cloud storage service with support for sharing links. Highlights:

- Designed a new UDP-based LAN discovery protocol utilizing Google Protocol Buffers.
- Employed Apache Kafka in the backend (SpringBoot) for clipboard synchronization.

Jan 2023 - May 2023

Memorial Selfservice II

A reimplementation for university self-service system.

Memorial Self-service 2 (MSS2) is a revamped version of the university's selfservice system, implemented with modern frontend (Vue.js, ElementPlus) and backend (SpringBoot) frameworks. Highlights:

- Applied **OAuth2**-based authentication and authorization system with SpringSecurity to seamlessly dock with university's existing unified identity verification portal.
- Allowing **complex filters** for each entity while maintaining **highly** extensible code architecture.
- Massive custom CSS for an unique and consistent look and feel.

Feb 2023 - Now

ChatGPTRelay

A chatbot based on OpenAl API with builtin usage control.

Built with React.js, SpringBoot and JoyUI, ChatGPTRelay aims to make OpenAl's ChatGPT accessible to everyone, while offering an experience very similar to the official one. Highlights:

- Implemented an API key pool to enhance service reliability.
- Leveraged **Redis** to store high-frequency user token quotas data.