

# Renji Yu

Coder and entrepreneur. Passionate about new technology, fixing problems and building cool products.

## Experience

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### **BitCapital, CTO**

**Beijing, China**

#### Web3 Product

2021.8 - 2022.8

Built [dfkearn.com](https://dfkearn.com), the most active DApp based on DeFi Kingdoms (one of the most popular web3 game). It's partially [open sourced](#) and consists of several applications:

- AutoQuest: allow players automate in-game hero quests and earn passive income. Peak TVL (Total Value Locked) \$3M+, 10k+ heroes staked.
- P2PSwap/AuctionMarket: 3rd party marketplaces to trade in-game NFTs. 20K+ items, \$1M volume traded.
- HeroPricing: Hero NFT price estimation using XGBoost. Trained with 100k+ data entries and achieved MAPE 21%.
- Stack: Solidity (Smart Contracts), Javascript/NodeJS, MongoDB

### Crypto Quant Trading

2018.2 - 2021.8

Recruited and built a team of 10 engineers to develop highly efficient trading systems and algorithms for quant trading, peak AUM 100M RMB, average annual return 20%.

- Arbitrage is latency sensitive, used websocket to retrieve market data and Redis pub/sub to reduce latency. Most code was written in python while some core components written in C++. Total latency was optimized to be <30ms.
- Stability is crucial for risk management, used K8s/EKS to manage instances (25+ services, ~400 pods), datadog for logs/observability. Services running 7x24 hours with 99.9% availability.
- Stack: Python (async + multi-threading), C++, Lua, MongoDB, Redis, K8s, datadog.

### **ChanVR, CEO**

**Beijing, China**

#### Enterprise VR Content

2015.8 - 2018.2

Grew the team from 0 to 20 people, provided VR content (videos, games, software) to 20+ enterprise customers, achieved 3M RMB yearly revenue.

### **Amazon, Software Engineer**

**Seattle, US**

#### AmazonLocker & AmazonGlobal team

2013.6 - 2015.7

- Worked on internal services to support AmazonLocker delivery and AmazonGlobal shipping. Refactored several core services, speeded up deployment process by 3 hours, increased test coverage by 30%.

### **AOL, Software Engineer**

**Dulles, US**

#### Mobile team

2012.8 - 2013.4

- Worked on Android apps for AOL owned brands, e.g. TechCrunch, Moviefone. Wrote several key UI components and reduced loading time for several pages by 10%.

## Education

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### **University of Minnesota Twin Cities**

**Minneapolis, USA**

M.S., Computer Science and Engineering, GPA 3.6/4.0

2012

### **Sun Yat-sen University**

**Guangzhou, China**

B.Eng., Software Engineering GPA 3.8/4.0

2010

## **Skills & Honors**

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Tech team recruiting, Project management, Coding, System design  
Selected as one of the Forbes China 2017 "30 under 30"

