BRIX LABS

Chenzhiyuan

Skill

Personal advantage:

- Familiar with Golang and Rust back-end technologies, familiar with Node.js
- Familiar with Solidity smart contract development and have relevant development experience, familiar with smart contract security knowledge, code optimization. Familiar with blockchain frameworks or tools such as web3.js, hardhat, polygon, etc.

Experience

Hurricane **Block chain engineer** **2021.09-2022.10**

- Responsible for HurricaneSwap's contract code, independently completed cross-chain function, and through the original K-value synchronization scheme He is also responsible for the on-chain development of HurricaneNFT.
- Also responsible for the on-chain development of HurricaneNFT. Completed The unique multi-chain joint arbitrage system, through the exchange and on-chain The price of the cross-chain system is leveled through exchange and on-chain spreads. And the contract tokens No more than one medium risk found in multiple audits. Have Good code style and security awareness.

Project Experience

HotbitNFT **Project manager** **2022.06-2022.09**

- Responsible for the development and management of HotbitNFT fusion projects.
- Responsible for building architecture from billion of NFT data and setting up concurrent processing system
- Responsible for the backend and the provisioning and writing of various microservices.
- Leveraging AWS Lambda for high-speed Metadata fetching of nearly 100 million fetching, with an average of 1000 concurrency per second, greatly reducing the Meta data fetching speed.
- The database is also optimized for statistics, using ClickHouse to accelerate the statistics task, making it possible to obtain the total owners in real time and efficiently for a very large NFT like ENS. And the database is built on NVME instances with high IOPS through self-maintained PGSQL, which optimizes most query requests to nanosecond levels. It also uses bi-directional synchronization queue to ensure that new Metadata data is available and maximize the forward synchronization of historical data.

Tencent **Full stack engineer** **2021.7-2021.12**

- Responsible for the program writing of Tencent WeChat data center internal data platform, mainly responsible for the full stack.
- Used and promoted the internal component communication method of Vue, and participated in writing the vue3 version of tdesign.
- Participated in the upgrade of py2 to py3 components of the internal platform.

IBeacon Indoor Navigation **Front-end Engineer** **2019.3-2019.4**

- IBeacon based indoor navigation project is based on IBeacon Bluetooth technology. We have completed an indoor navigation project with high accuracy, which can achieve accurate second-level update within 1m, and has the advantage of low cost and high accuracy compared with traditional WIFI indoor positioning technology.
- In this project, we mainly replicated IBeacon data processing, back-end data analysis and positioning algorithm. processing, back-end data analysis and positioning algorithm, front-end interface, and map mapping function.
- Because we cannot use the existing Baidu and Gaode maps Since we can't use the existing Baidu and Gaode maps, we made a small canvas-based map analysis plotter, which supports importing and drawing maps in json format. The project is registered in the competition such as GrandTech. The project has won more than provincial awards. The project was awarded above provincial level.

LittleFox **Back-end engineer** **2018.7-2019.3**

- Completed a blockchain-wide data collection tool, which can get various data from Firecoin, Okex, and Coinan periodically.
- It also supports auto-completion of old data. The collected data can be automatically aggregated and updated, and the aggregated data is automatically generated on a weekly and monthly basis.
- The backend uses Nodejs for data collection, with good self-healing function. In case of network disconnection, it will automatically try to reconnect and make up for the lost data.
- After the development is completed, it is no longer monitored manually and stable operation for a long time.

traps.one **Front-end Engineer** **2017.3-2018.4**

- traps.one is a blockchain agar game project based on tron network
- The front end uses canvas to draw the game interface and interacts with the back end via websocket.
- The front-end application logic and the back-end blockchain on-chain payment logic are used in the project. nFrame for periodic screen updates and LOD special processing so that it can run smoothly at 60fps on mobile devices It runs smoothly on mobile devices (30fps for domestic ball game). Docked to various tron blockchain wallets, users only need to make authorization transactions to quickly join the game. to join the game quickly.
- Back-end on-chain payments are not polled. Instead, payments are made via incremental block scanning to analyze transactions on new blocks and and pushed into the rabbitmq message queue for processing. block scanning can reduce a large number of network requests. network requests. In the case of 1000 users, this can be reduced from more than 3,000 queries to as few as 30 queries or less. This greatly reduces network overhead and saves network resources. It also has a very high response time.

Education experience

North China University of Technology Computer Science and Technology **2017.9-2021.9**