

An Li

PROFILE

As an engineer and architect, I have been working in the financial industry and blockchain software development in the United States and China for many years. I am a problem solver and good at preventing thorny problems from a macro and bottom-up logical perspective. I am meticulous and stick to doing the right thing, rather than just doing things right. In my daily work, I high value of code quality, insist on easy-to-read and easy-to-maintain as the primary principle of code writing, and am good at coordinating the relationship between project progress and restructuring. I am happy to use my spare time to help the project pay off technical debt and upgrade tools to benefit team productivity. In terms of design, I can use algorithmic thinking to calculate feasible implementation goals and incorporate usability and scalability into system design goals. I am good at breaking down complex requirements into simple and achievable tasks, and I am not afraid to restructure design and redo functions to improve customer experience.

SKILL SET:

Java, Oracle Database, Solidity, Golang.

EXPERIENCE

Head of Engineer, Magicloud.io, Hangzhou, China 2021-Present

The core technology of Magicloud.io is to use computers to solve partial differential equations in parallel. Based on this core technology, many products have been incubated, including computer simulators for fluid dynamics and simulations of magnetic fields and heat generated by chips at high speeds. My main job responsibilities include leading an engineering team to design and develop SaaS platforms for different products, guiding research teams to improve the efficiency of parallel solving algorithms, and designing multi-GPU collaborative computing solutions.

Stack:

Java, Python, AWS , Golang

Architecture, Beijing University Advanced Institution, Hangzhou, 2020.8-2021.9

We built a DID platform to provide users with autonomous identity authentication, so that they can have ownership of their own data, especially medical data. Once users have data ownership, they can share it with institutions that need data, such as pharmaceutical companies, research institutions, etc., and receive benefits in return. My main work is to

design the overall architecture and design and develop core technologies, and lead a team to build a complete ecosystem

Stack:

Cosmos, Solidity, EVM, Trust Execution Environment, Rust, Golang, Clojure

CTO, VitaData.io Boston, MA 2017-2018

VitaData is a blockchain-based healthcare data platform that collects patient vital signs data through mobile phones, wearable devices, and the Internet of Things and uploads it to the blockchain on one hand, and on the other hand, research institutions can access the data through paid access and the platform distributes the profits from data usage to patients based on their data usage. This project was inspired by an idea I had when participating in the MIT Hackathon. At the time, the most ideal blockchain was Enigma, but it was still in the early stages and not mature in all aspects. We used Ethereum to complete the whole process of collecting data from the iWatch, uploading it through a mobile app, consuming data in the backend, and distributing fees.

Stack:

Solidity, Swift , Golang

CTO, Crypto Avatar Boston, MA 2017-2018

This project is a game based on Ethereum, similar to the popular CryptoKitties game of that time. I am responsible for the overall architecture and development of the project. Most projects currently running on Ethereum require an additional database as an auxiliary, while Ethereum is used as a means of accounting and payment. The advantage of this approach is that it can compensate for the insufficient performance of the blockchain. However, this project is a true DApp running on the blockchain, which does not require any backend service or additional database support. The design difficulty of this project is also to consider how to implement game logic that requires a large amount of resources on the resource-limited Smart Contract.

Stack:

Truffle, Solidity, EVM , Golang

Application Developer, State Street, Boston, MA 2011-2019

State Street has more than 40k funds under his administration , my job is design/develop a new platform to collect transactions/trade data from different vendors' systems and analyze these data to fix fund breaks which was done by manual.

By working with architectures, I designed/built the fundamental framework to adapt our private cloud and meet scalability, high availability, transaction consistent and resiliency goals. And I also lead a few teams to design/develop business logic base on the framework.

There is an OTC trading platform project I also involved. State Street has a large number of customers and assets under management, so it wants to use its internal system to complete transactions directly between customers, rather than through the secondary market. Therefore, the company decided to develop an internal trading platform to meet customer needs. My main responsibilities include designing the trading matching engine and writing core code, introducing market-making quotes and dynamic order book prices, and designing and implementing in-app messaging as a communication tool for customers.

Software Engineer, AsiaInfo, Nanjing, China 2009-2011

AsiaInfo is a software and IT services provider to the telecommunications industry. I worked in the department which provided a platform to support help desk's daily work. I developed systems such as: the issue tickets management system, knowledge-based search engine and quality control system, etc.

IT Consultant, Huawei, Nanjing, China 2008-2009

Huawei tried to replicate an Apple iTunes Store for multiple mobile network operators. To do so, they leveraged LifeRay Portal framework's high configurable ability to do one time development and multiple times deployment for different customers. As a developer, I participated in the prototype development.

EDUCATION

Zhengzhou University — BC, Computer Science, 2003-2008