

Kun Zhou

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SUMMARY

Software engineer with 10+ years industry experience in developing and providing successful software solutions. Seeking a challenge to bring exceptional creative and innovative designing expertise, troubleshooting skills as well as ability to deliver customer-oriented products and leverage the goals and ambitions of the organization.

EXPERIENCE

Senior Front End Developer

Blockprime

April 2021 - Present

- Responsible for designing, testing, and implementing visual elements for the user to interact within a web and mobile application leveraging a robust tech stack including JavaScript, TypeScript, React, Next.js, React Native, Expo, Redux, Zustand, MobX, Tailwind CSS, SCSS, Jest and Enzyme.
- Design and build a blockchain façade to gather data from blockchains, interact with blockchains using ethers.js, web3.js, cosmjs, WalletConnect.
- Accountable for conducting analysis, modelling, technical and functional designing of the application during the SDLC.
- Writing application interface code backed by automated and integration testing using Jest, Cypress and Detox.
- Developing highly responsive, web-based, and mobile-based user interface.
- Conducted regular code reviews, fostering a culture of excellence and adherence to industry best practices, resulting in a 30% reduction in post-release issues.
- Provided guidance and mentorship to junior front-end developers, contributing to their professional growth and skill enhancement.
- Translating designs and wireframes into high quality reusable, clean and robust code.
- Understanding and solving issues caused by differences between android and iOS platform.
- Optimising components for maximum performance across a vast array of web-capable devices and browsers.
- Documenting application changes and developing updates.

Achievements:

- Published 4 products including mobile app in App Store and Google Play.

Chief Technology Officer

Kiktech Robotics

November 2015 - July 2020, Guangzhou, China

- Designed and led developing the 1st Gen and 2nd Gen robot dispatching system by using java, springboot, mybatis, rabbitMQ, akka and using mysql as database.
- Designed and implemented communication protocol of robot based on TCP. Using strategy of handshaking and ordering ticket to keep stable information exchange in unstable network environment.
- Designed and led developing picking station application by using React, web socket.
- Led development of AI perception component, including trajectory generation on robot, pallets position estimation on storage area over bird-view video, and hazard analysis based on deep learning by using python, ros, consul.
- Team Management: Used jira, confluence for project management. Organized regular team meetings and knowledge sharing. Coordinated multi-location-based teams to improve communication efficiency and productivity.
- Communication with sales team and translated customer expectations into precise specifications for development team in order to clarify project deliverables, define schedule and assign tasks.

Achievements:

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- Acquired 3 rounds supports of capital investment.
- Deployed in 6 warehouses and 3 distribution centers.
- Expanded team from 3 staff to over 30.

Software Engineer

Kiktech Software

August 2010 - November 2015, Adelaide, SA

- Designed and implemented multi-terminal restaurant POS system, which includes ordering system, menu management, inventory management, system management, employee management and reporting system based on Java, Hibernate and Restful service and using mysql as database.
- Designed and implemented iOS application for ordering foods and booking table that provide staff to order remotely and reduce time of order processing 50%.
- Designed and implemented self-checkout application with printing docket support based on WPF for supermarket and restaurant to reduce labor cost and allow customer able to checkout using paypal themselves.
- Designed and implemented the navigation system for dish delivery robot for restaurant to increase dish delivery efficiency.
- Participated in web based front end development for POS system.

Student

University of Adelaide

February 2008 - November 2008, Adelaide, SA

- Understood the structure of Earth (open-source file management system based on ruby on rails) using postgresQL as database.
- Participated in developing new plugin system.
- Designed test cases to fully cover the new components to keep system stable.
- Demonstrated with teammates in the final presentation.

EDUCATION

Master of Engineering, Software Engineering

The University of Adelaide • Adelaide, South Australia, Australia • 2009

Bachelor of Engineering, Computer Science

Shandong University • Jinan, Shandong, China • 2006

SKILLS

Languages	JavaScript, TypeScript, HTML, CSS, Java, Ruby, PHP, Python, C#, Objective-c, Swift
Front end	React, Next.js, React Native, Expo, Redux, Thunk, Saga, Zustand, MobX, Tailwind CSS, Jest, Enzyme, Detox, jQuery, HTML5, Java Swing, WPF
Back end	Node.js, Hibernate, Spring, Struts, Spring boot, Ruby on Rails, RESTful API, AJAX
Blockchain	ether.js, web3.js, cosmjs, WalletConnect
Database	SQL, MySQL, MongoDB, TypeORM, Prisma
Robotics and AI	Mask-rcnn, Shufflenet, ROS
Cloud Computing	AWS, Oracle cloud, Firebase, docker
Middleware	RabbitMQ, Consul