

Ryan Willette

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Professional Experience

Sophon Labs - Full Stack Engineer (backend-focused) | Remote Dec 2023-Jul 2026

- Architected and developed various microservices, including accounts, notifications, DeFi and leaderboards, for mobile banking applications using NestJS, TypeScript, PostgreSQL, Redis and RabbitMQ.
- Developed backend for reward distribution platform in Python, Rust, and MongoDB, securely distributing over \$3 million to our 8,000 users over the course of its life.
- Created backend for critical monitoring of cashflow between accounts to ensure monitored accounts stay funded in Golang.
- Developed a platform for ingestion and processing of data shared with us from users via OAuth 2.0, with partner integrations via webhooks in NestJS.

Byt, Inc - Backend Engineer | Remote Dec 2021-Jun 2023

- Developed scalable marketplace API for digital goods with MySQL, Golang and TypeScript.
- Created a high-throughput indexer for the blockchain Solana in Golang, allowing our services to ingest chain data in near real time.

Moonsworth, LLC - Software Engineer | Remote Apr 2020-Dec 2021

- Created and maintained gameplay modifications for a Minecraft game-client with 1 million daily active users.
- Developed and architected cosmetic framework allowing for users to wear animated cosmetics on their in-game player in Java and OpenGL.
- Architected and developed version-agnostic API using low-level JVM bytecode injection to accelerate cross version game compatibility.

MCTeams.com - Head of Engineering | Remote Jan 2018-Apr 2020

- Led a small team of ~3 engineers at a small game server startup bringing in over 10,000 lifetime players.
- Developed frameworks & libraries in Java for rapid game development.
- Developed site frontend in ReactJS & Next.js, and backend in Golang and MongoDB, providing real time user statistics, and administrative tooling.

Prior Experience

FrozenOrb, LLC - Software Engineer | Remote Feb 2015-Dec 2017

Technical Skills

Databases: PostgreSQL, MySQL, Redis, MongoDB

Languages: Java, Golang, TypeScript, Python, Rust

Frameworks: ReactJS, Next.js, NestJS, Spring Framework

Cloud: AWS, GCP, Kubernetes, Docker

Projects

Vibemine - <https://github.com/rbrick/vibemine> - Coding agent in Minecraft. Vibemine provides a server side coding agent and JavaScript runtime via GraalVM, to allow players to turn plain text & thoughts into nearly anything in the game.

mvn.sh - <https://github.com/mvn-sh> - One click Maven repository hosting. Sign in with Google or GitHub, and create a custom Maven repository with a custom subdomain in seconds. Backend in Golang, frontend in written in TypeScript and ReactJS